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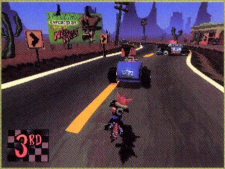

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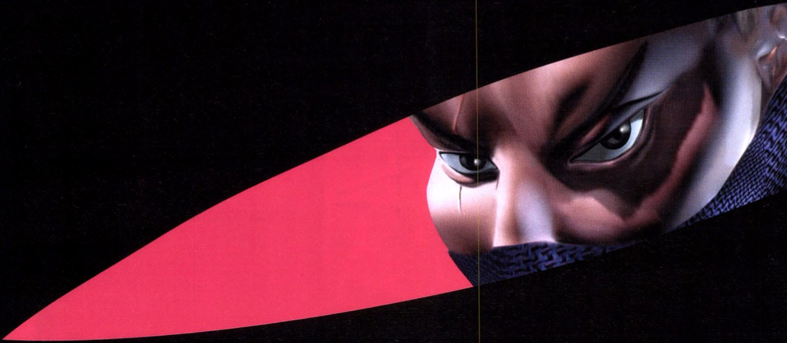
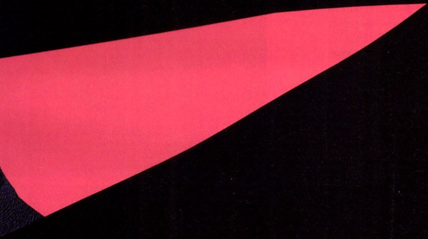


[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL



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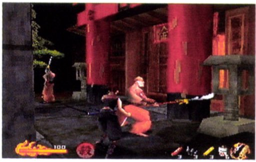

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Editorial

A few unofficial words from the official new guy

PlayStation
MICROPROSE

See this big area to the left? It's called ECTS and I'll remember it as the biggest trade show that was devoid of any sort of air conditioner. Showgowers were often found at the nearest free bar downing liquids, mostly alcoholic.

Great Games Are Getting Harder To Spot Easily

Once I finally settled into my new seat here at *OPM*, I decided it was time to visit and cover all of those worldly trade shows that I had been missing out on. The first on the list was ECTS, the European equivalent to E3. While it doesn't cover nearly as much ground as E3 square-footage wise, companies do manage to pack almost as many games in their compact booths—though very few of them consist of titles we haven't seen before (most of them choose E3 for that sort of thing).

The primary goal I set in my wanderings of ECTS was to find the "Next Big PlayStation Game," since the long wait for Metal Gear Solid was coming to an end. After all, European developers account for a surprisingly large amount of the games you play in the United States (take for example the Tomb Raider series, developed by Core Design), and there are tons of them scattered about ECTS. But, unfortunately, there were no huge surprises at the show, and to Crystal Dynamics' credit (now owned by Eidos), the only game I had in mind when I entered ECTS (Legacy of Kain: Soul Reaver) was still the front-runner when I boarded the plane back home. Oh, and by the way, Quake II ain't a bad second either (exclusively previewed elsewhere in this issue).

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But I don't think this is because of lackluster titles, so much as it is that the playing field is becoming more level—at least graphically. As the PlayStation enters the peak of its lifecycle, most developers (even the less-capable ones) are grasping most of the tricks needed to squeeze every drop of power out of the hardware. This makes it more difficult for one developer to easily one-up another by a large margin. The latest trick game developers learned was the joy of using tons of fancy-pants lighting effects (do you notice how many games use them now?), and now developers are predicting that you'll see a lot more high-resolution PlayStation games soon (Tomb Raider III is one of the first). Now, obviously, outstanding games are always those with excellent gameplay, but somehow they generally manage to look really kick-ass as well. Now that a majority of developers are amazingly familiar with this great piece of hardware, brilliant games are going to be a little harder to spot (especially early on) simply because the horribly bad ones will look really good too.

So what does all of this mean? Well, it will make it more challenging for the gaming press to find the best games early on, but in the end you'll be fine as long as you keep an eye on our reviews and even better—play our demos.

Kraig Kujawa
Editor in Chief

Official U.S. PlayStation Magazine

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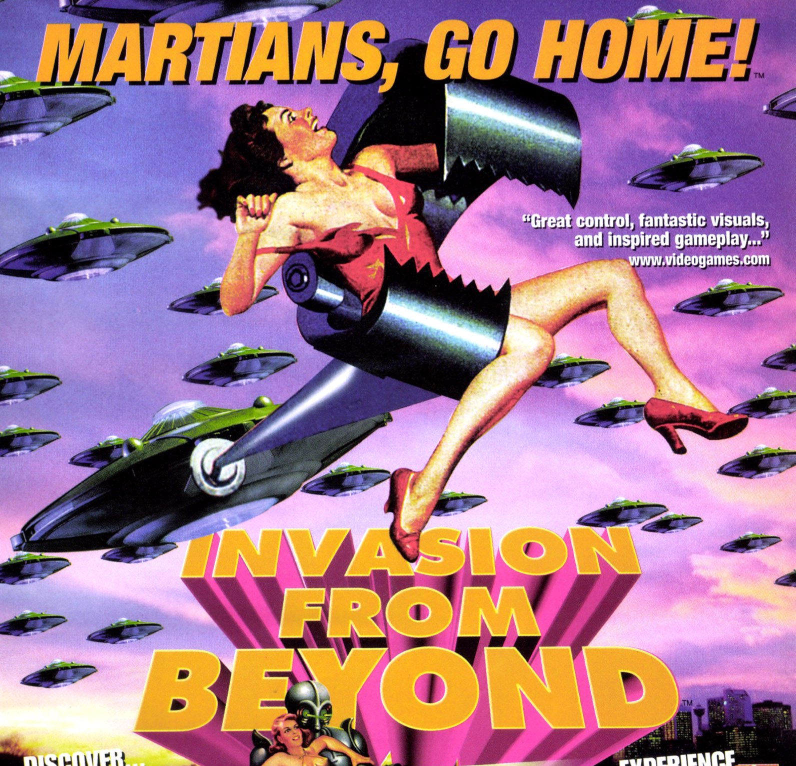
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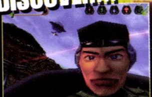
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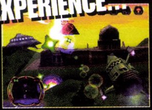
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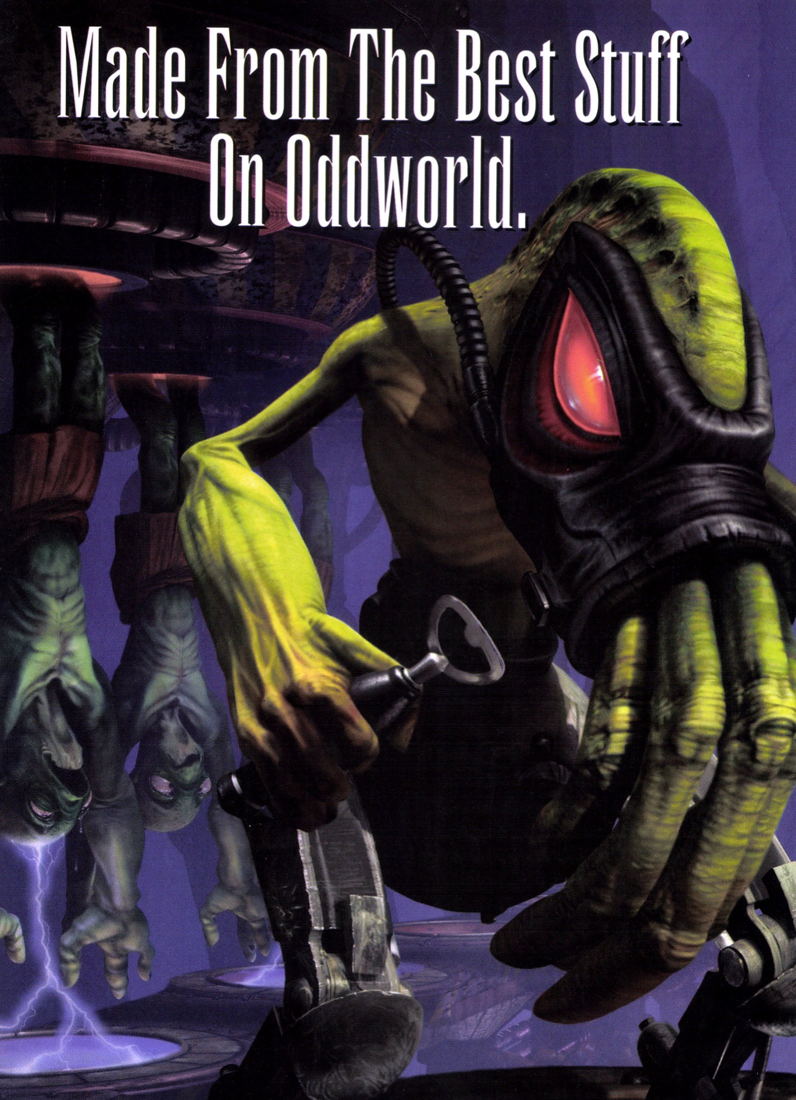
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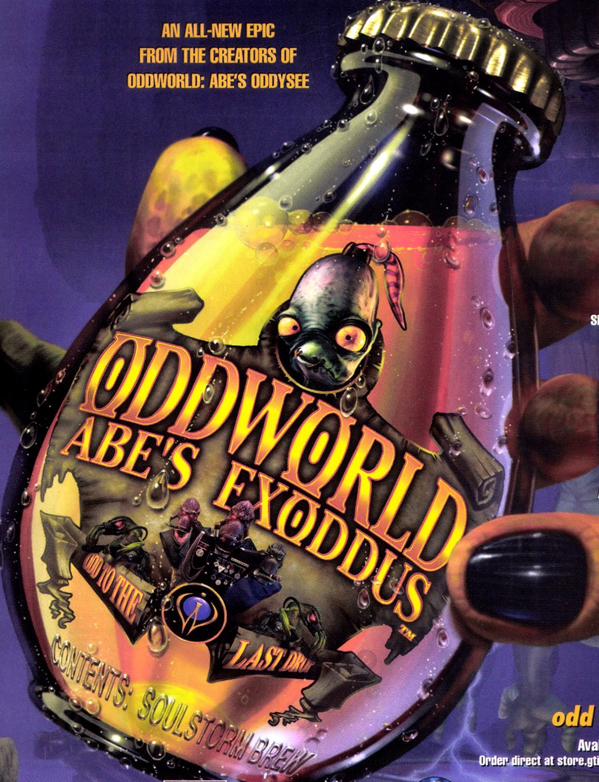

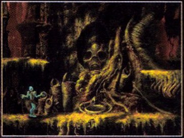

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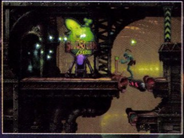

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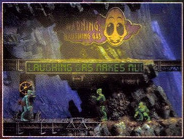
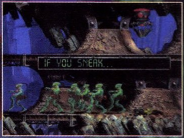
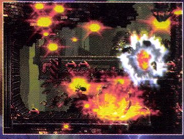


Slap some sense into those Mudokons - but look out for laughing gas!



A complete Exoddus requires more stealth than a ninja army.



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Developer	SingleTrac
Publisher	GT Interactive
Genre	Action

PlayStation
Rogue Trip

1-4 Players
Memory Card 1 block
Analog Controller Compatible

Rogue Trip

6 AUTO MERCS LEFT
LA CASA BLANCA
PROWLER

A fun—but bumpy—ride

Let's quickly recap the history behind Rogue Trip, shall we? SingleTrac, the designers who created Twisted Metal and Twisted Metal 2 (not to mention Warhawk and the Jet Moto series) decided to continue their winning ways in spite of the fact that their break with SCEA left Sony clutching the Twisted Metal name and characters, and left SingleTrac with an unnamed engine and a very fine line to walk to avoid trademark infringement. And Rogue Trip was born.

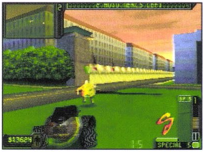
The situation is messy, and it's reflected in the game. Like many SingleTrac titles, Rogue Trip is sprinkled with graphical glitches. The levels seem to be sort of thrown together. And the game itself can't seem to decide between the straight-ahead slaughter of the Twisted Metal series and the sort of pseudo-strategy suggested by the use of the Tourist. ("The Tourist," claims SingleTrac, "is to Rogue Trip what the puck is to hockey." But basically, if you don't get the tourist—and keep it—throughout the level, you're dead.)

Fortunately, like in most SingleTrac titles, all these nagging problems don't really negate the fact that Rogue Trip is a pretty darned fun game. The Tourist does add further frenzied action to what is already a white-knuckle game. The levels, though uninspired, do have plenty of huge jumps and secret areas to keep things interesting. And the graphics, glitches and all, are actually pretty good.

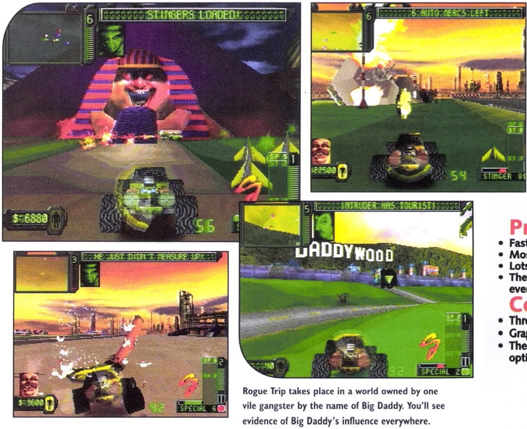
OK, but let's cut to the chase: Where does it fit in with the whole Vigilante 8/Twisted Metal 3 thing? Well, we can't comment on TM3 yet; as for V8, it's mostly a matter of taste. V8 is far more realistic in its level design, and superior graphically. But Rogue Trip is a heck of a lot faster, and overall more fun to control.

The uneven vehicle strengths and even the strangely lopsided soundtrack (with just *one* song from a recognizable artist) make Rogue Trip seem incomplete. But flaws and all, it's still a pretty fun game.

—Joe Rybicki



The Tourist (above) rewards the player with huge amounts of cash when you deliver him/her to various Photo Ops across the level. This money is absolutely indispensible ("How do you say 'indispensible'?"), as it is needed to repair your vehicle. Without repairs, your two lives are history.



Rogue Trip takes place in a world owned by one vile gangster by the name of Big Daddy. You'll see evidence of Big Daddy's influence everywhere.

Box Score

Pros
- Fast action
- Mostly good controls
- Lots of humor
- The Tourist makes things even more frantic

Cons
- Thrown-together levels
- Graphical glitches
- The Tourist isn't really an option—it's a necessity

"Like in most SingleTrac titles, nagging problems don't really negate the fact that Rogue Trip is a pretty darned fun game."

Official U.S. PlayStation Magazine

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Rating

[HOLD YOUR HAND OVER THIS PAGE.]

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Developer	Electronic Arts
Publisher	Electronic Arts
Genre	Racing

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NASCAR 99
EA SPORTS
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1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

NASCAR 99

110 MPH
22 POS
0/11 LAP
LAP TIME

This year's game takes a step sideways

Because of the series' excellent debut a year ago, NASCAR 99 has some lofty expectations to meet. This year, EA seemingly wanted to improve the game's television-style atmosphere and make it play more realistically. They've even managed to cram more features into this game's chassis. But, overall, NASCAR 99 doesn't seem much improved—just different.

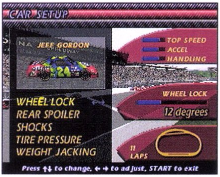
Graphically the game is a mixed bag. The 3D cars and environments are all very authentic. Each real-world NASCAR track has been meticulously re-created, and all of the licensed NASCAR vehicles are detailed right down to their individual sponsor decals. If you rub bumpers with other cars during the race, you can expect to see plenty of flying sparks, dented car chassis, tire streaks and maybe even some paint liberally smeared against the track wall. There is a little polygonal pop-up, but at least the frame-rate is consistently good. That is, until you play two-player (the best part of any racing game) where it gets considerably more choppy. That's definitely an annoyance when it concerns precision NASCAR racing. It's almost as annoying as the horribly dull engine sound.

Fortunately, just about everything else in this game that has do with precision is handled pretty well. There are tons of ways to adjust your car. Players can fiddle with its transmission, tire balance, shocks, fuel load and spoiler among other things. If that doesn't get the effect you want, you can go into the game's overall settings and artificially tweak the way the game plays. If you're playing a long-winded season, making these subtle car tweaks to accommodate certain tracks can be very important. Obviously, this is a high-maintenance game, but if you feel like stepping away from the simulation aspects, there's an Arcade Mode that dummies things down a bit.

If you're looking for a serious race car simulation, or are just a NASCAR fan, you can't go wrong with buying this game. EA has made a few improvements here and there, but there are still a few problems left to be tackled. But in the end, how can you argue with a racer that has a music soundtrack that features Stevie Ray Vaughn, Joe Satriani and get this—the Delaware Destroyers?

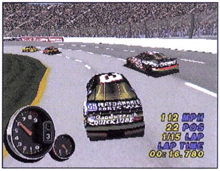
—Kraig Kujawa

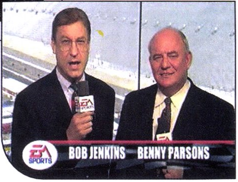
0 MPH
DAMAGE
TIRE BLOWN
WRONG WAY


CAR SETUP
JEFF GORDON
TOP SPEED
ACCEL
HANDLING
WHEEL LOCK
REAR SPOILER
SHOCKS
TIRE PRESSURE
WEIGHT JACKING
WHEEL LOCK
12 degrees
11 LAPS
Press ↑↓ to change, ← → to adjust, START to exit

MPH 38
POS 23
LAP 2/25
LAP TIME
00:30.585
TIRE BLOWN
DAMAGE

Grease monkeys should be pleased with all of the car adjustments available (left).





How can you go wrong with guys named Bob and Benny doing the in-game commentary? (above)

Box Score

Pros

- Heavily licensed
- Chatty pit crews give instruction and add to the atmosphere
- Good graphics

Cons

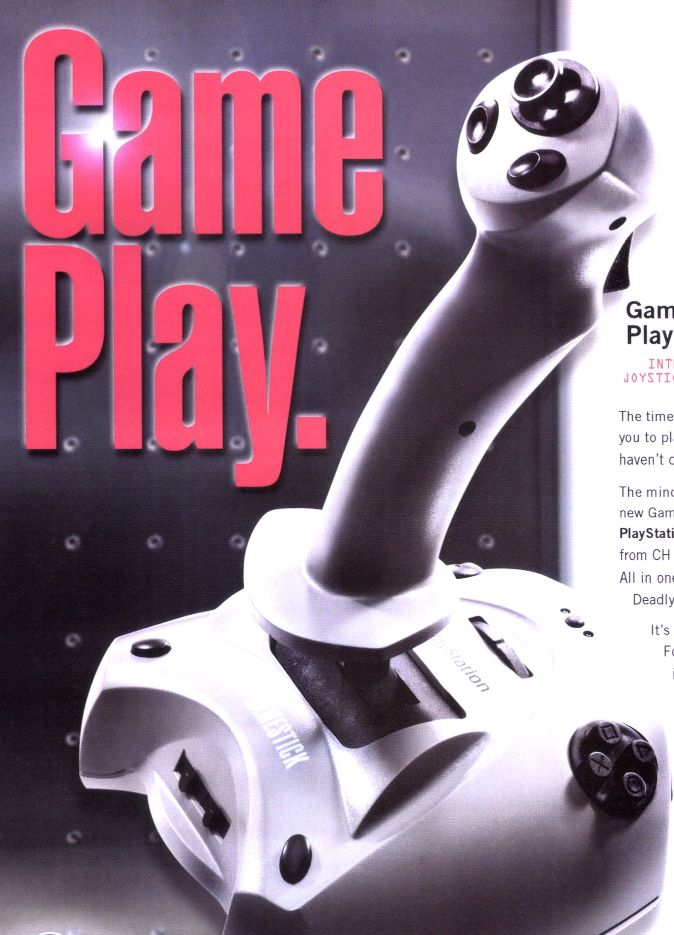
- Breaking seems a little sluggish
- Engine sound is way too bland and monotonous

> "Overall, NASCAR 99 doesn't seem much improved—just different."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating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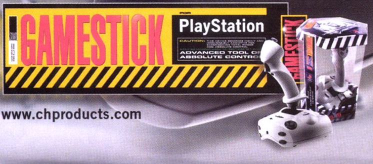
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PlayStation

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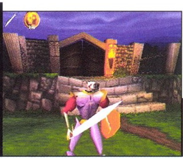
Developer	SCEE
Publisher	SCEA
Genre	Adventure

1 Player

Memory Card 1 block

Analog Controller Compatible



MediEvil

Beautiful, humorous and classic

It's nice to actually be pleasantly surprised by a game for once. When I saw MediEvil at last year's E3, I thought it looked nifty—but I figured the developers probably thought so, too, and hence would never bother going much deeper than the flashy effects and a snappy title. I was way off.

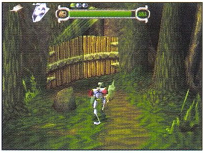
MediEvil has turned out to be what's becoming a rare thing these days: a wholly competent 3D update to a classic game. In this case, the classic in question is Ghouls 'N' Ghosts (with perhaps a bit of Castlevania thrown in), and although MediEvil claims no direct relation, the resemblances are undeniable.

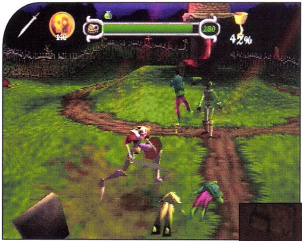
The designers have managed to maintain the focused gameplay of side-scrolling platform adventures of old by dividing the free-roaming 3D levels into narrow pathways, which keep our undead hero Sir Daniel Fortesque moving right along in pursuit of his goal, a confrontation with the evil wizard Zarok.

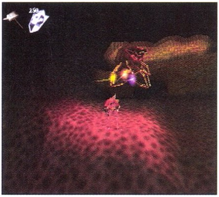
Most levels must be completed in a more or less predetermined order, but once completed Sir Dan may return to past areas to search for secrets—some of which will not become available until he gains access to new weapons and abilities. This balance of linear and nonlinear gameplay makes MediEvil wholly manageable.

On top of this, the presentation is absolutely spectacular. The environments are colorful without being childish, the animations are top-notch (especially Dan's hysterical gallumphing gait), and the sound is perfect: The music brings back memories of *The Nightmare Before Christmas*, and the sound effects, especially in dank areas like the Ant Tunnels, can get downright creepy.

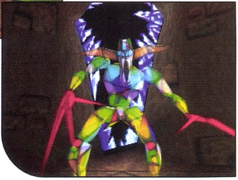
And although objectives rarely evolve beyond "Get to the end of the level alive," the game actually includes some satisfactory puzzles. With only some slowdown problems and the occasional monotonous area holding it back, MediEvil may turn out to be this Halloween's yummiest treat. ***—Joe Rybicki***

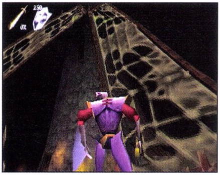






At one point during the Enchanted Earth level (above), Sir Dan has the opportunity to summon a witch, who—if he chooses—will shrink him to the size of an insect and send him on a quest against the vicious Ant kingdom, where he will eventually confront the immense Hive Queen (left).





At the Hilltop Mausoleum, Sir Dan will encounter the Stained Glass Demon (above), easily one of the coolest-looking monsters ever seen in a video game. If Dan has the right weapon, though, he turns out to be not nearly as tough as he looks.

Box Score

Pros
- **Great Tim Burton-esque atmosphere**
- **Good controls**
- **Great sound and music**
- **Love that Stained Glass Demon!**

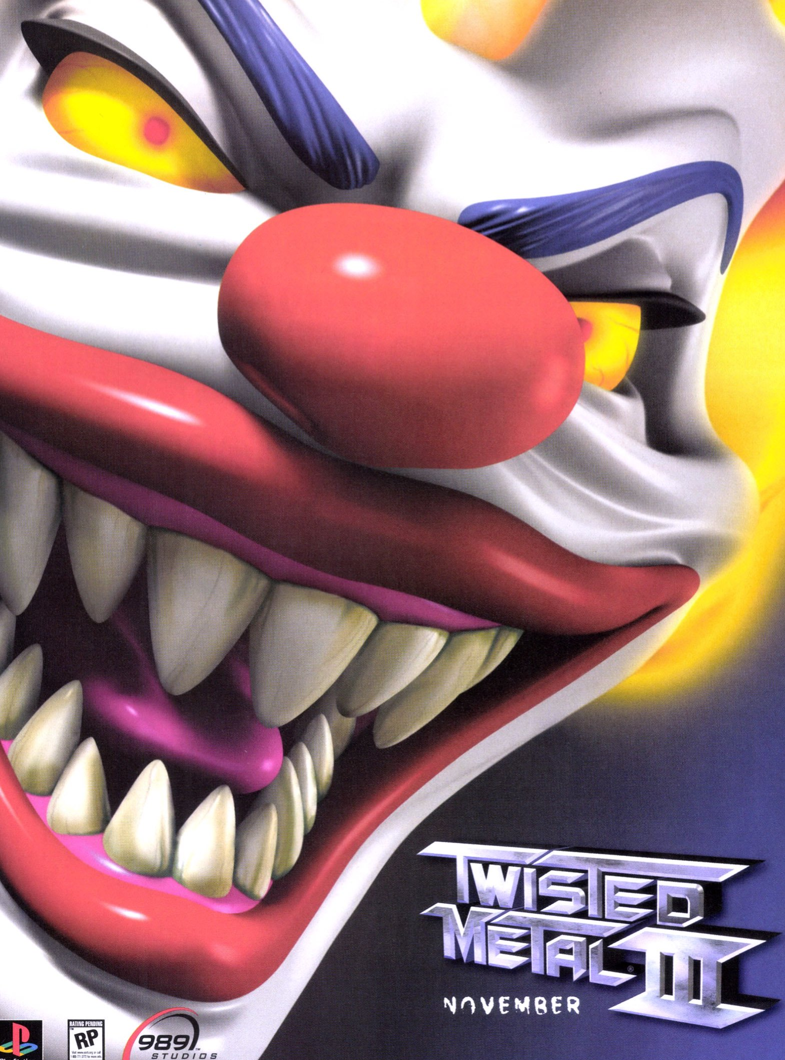
Cons
- **Not as deep as I would have liked**
- **Occasional camera glitches**
- **Occasional slowdown**
- **Some monotonous areas**

> **"MediEvil has turned out to be what's becoming a rare thing these days: a wholly competent 3D update to a classic game."**

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating


TWISTED METAL III
NOVEMBER
PlayStation
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
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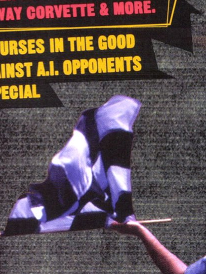
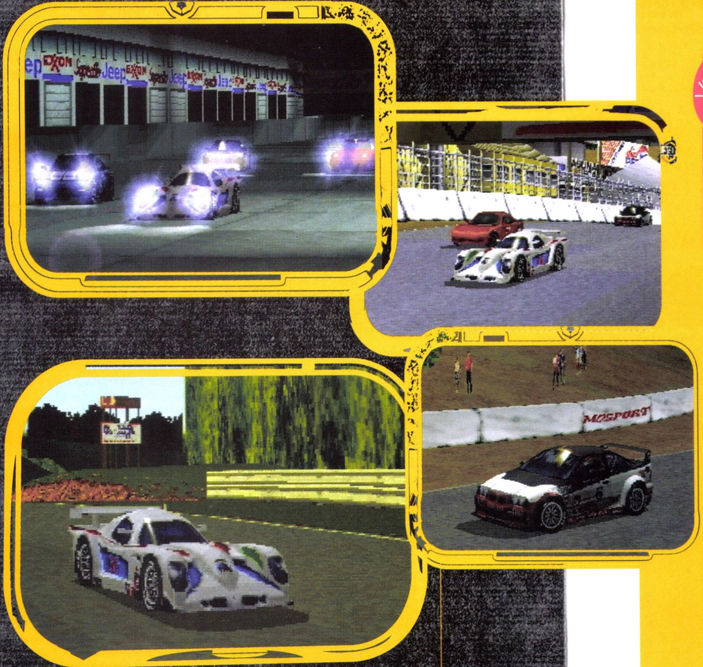


Virgin INTERactive



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Come on in,
stay awhile...
Mind if I cut your
head off?

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Bear Trap

Gastone
Bolt Rock
Attack Wall
Blast Bomb

Gastone
Bolt Rock
Attack Wall
Blast Bomb

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PlayStation

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TECMO

Developer	Squaresoft
Publisher	Square EA
Genre	RPG

PlayStation
Xenogears
SQUARESOFT

1 Player

Memory Card 1 block

Xenogears

Great news for hardcore RPG fans

As the first straight RPG from Square since the record-breaking Final Fantasy VII, Xenogears had some Titan-sized shoes to fill—but fill them it does. Make no mistake, Xenogears isn't another Final Fantasy with a fresh coat of paint slapped on, but an original and enjoyable game in its own right.

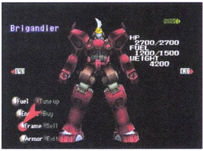
Many games have tried using a combination of 3D environments and 2D characters recently, but Xenogears pulls it off better than ever before. Outstanding texture work and modeling have created a 3D world that is just as rich and detailed as any great 2D RPG, and give the in-game cutscenes a dramatic, movie-like quality. However, there is one problem with the graphics; sometimes, as you explore a town or dungeon, the game is so "zoomed in" on your character that it's hard to tell where you're going, even with the on-screen compass.

Other potential drawbacks to Xenogears really depend on what type of gamer you are. There can be long stretches between battles as the plot unfolds (and you button-mashing scene-skippers are out of luck), so some patience and definitely an appreciation for story are required. Luckily the memorable characters and amazing scope of Xenogear's story line make it easy to enjoy. But it *isn't* easy to beat; Boss encounters are frequent, and are usually so tough that you need to have the latest armor and weapons and actually *plan* your attacks. Personally, after quite a few less-than-challenging RPGs, it's nice to play one where saving your game really means something.

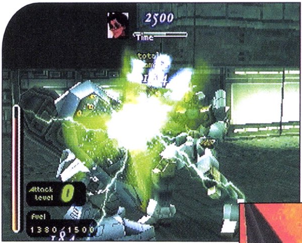
Speaking of combat, Xenogears features a clever update to the tried-and-true turn-based menu system, giving you the option to "save up" your moves for special attacks and combos. Battles take place both between giant "gear" robots and normal characters (and are slightly different for each), which adds some nice variety.

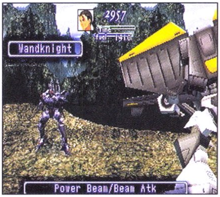
Any role-playing-game fan willing to commit to a huge and challenging adventure will definitely enjoy Xenogears. It only proves again what we already know; that Square is about much more than just Final Fantasy games.

—Mark MacDonald



In Xenogears you need to not only equip your characters with the latest weapons and armor, but also regularly outfit your "gear" robots with new parts.





Man In Black
"Your hot blooded desire for battle has not been tamed, I see."

Xenogears spends more time than most RPGs advancing its lengthy and complex story line.

Box Score

Pros
- Outstanding graphics
- Great story and combat system
- Giant robots fighting!

Cons
- Perspective sometimes gets in the way
- Sometimes difficult to know what to do next
- Dialogue not as polished as it could be

"Xenogears isn't another Final Fantasy with a fresh coat of paint slapped on, but a wholly original and enjoyable game in its own right."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

It's a Whole New Game

NBA SHOOTOUT 99
PlayStation
NTSC U/C
NBA ShootOut '99
EVERYONE
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Developer Crystal Dynamics
Publisher Eidos
Genre Action

PlayStation
The Unholy War
Eidos

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

The Unholy War

ECTON
MANTIS

PlayStation

A lot more fun with another person

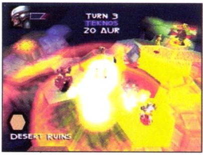
The concept behind The Unholy War is a great one, and definitely overdue for an update—mix turn-based strategy and real-time action for a game that combines all the brains of chess with the quick reflexes of an arcade fighter. Sounds great, doesn't it? Unfortunately, as we all know, great ideas on paper don't always live up to their full potential in the final product (Blasto, anyone?). Such is the case with The Unholy War.

The graphics are simple but functional; outside of a few attack effects most of the game looks rather plain, but thankfully allows the combat to keep a steady and smooth frame-rate. The real problem with the visuals are not the graphics but the game's characters. Like a fighting game, Unholy War relies a lot on the distinctiveness and personality of its combatants, and the results are disappointing. Certain characters (for example, the lizardman or buzzsaw-tossing robot) appear so generic and uninspired they could have walked out of any other game, TV show or crappy 1960s movie. Also, in trying to combine strategy and action elements, Unholy War compromises both to a certain degree. Neither mode of play is lacking to the point of annoyance, but both seem oversimplified, without the depth and polish that could have made the single-player game intense.

So what makes Unholy War worth checking out despite all of this? Simple—the two-player game is a blast. With the option to play the full strategy game or just the one-on-one battles, you can't sit down with Unholy War and a friend and not have a good time (unless you are a controller-tossing sore loser, and even then you'll secretly enjoy it). The battle arenas are all unique and well-designed, with teleporters, obstacles and other variables to add that essential X-factor to each battle.

As you can tell from the rating, Unholy War is not a bad game really, it's just that its problems are a constant reminder how much better it could have been.

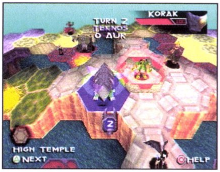
—Mark MacDonald

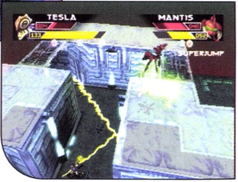


In addition to three different attacks in Combat Mode, each character has one special ability he/she can use on the gameboard. Here Killcycle suicides, injuring everyone around him.

RLF-6969
PAMBA
033
144

QUICKSILVER
MAGUS
050
034





Power-ups like the superjump occasionally fall into the combat arenas and can turn the tide of battle.

Box Score

Pros

- Plenty of interesting battlefields
- Option to play full strategy game or just combat action
- Lots of fun against a friend

Cons

- Dull characters
- Strategy game is kinda shallow
- Graphics are nothing special

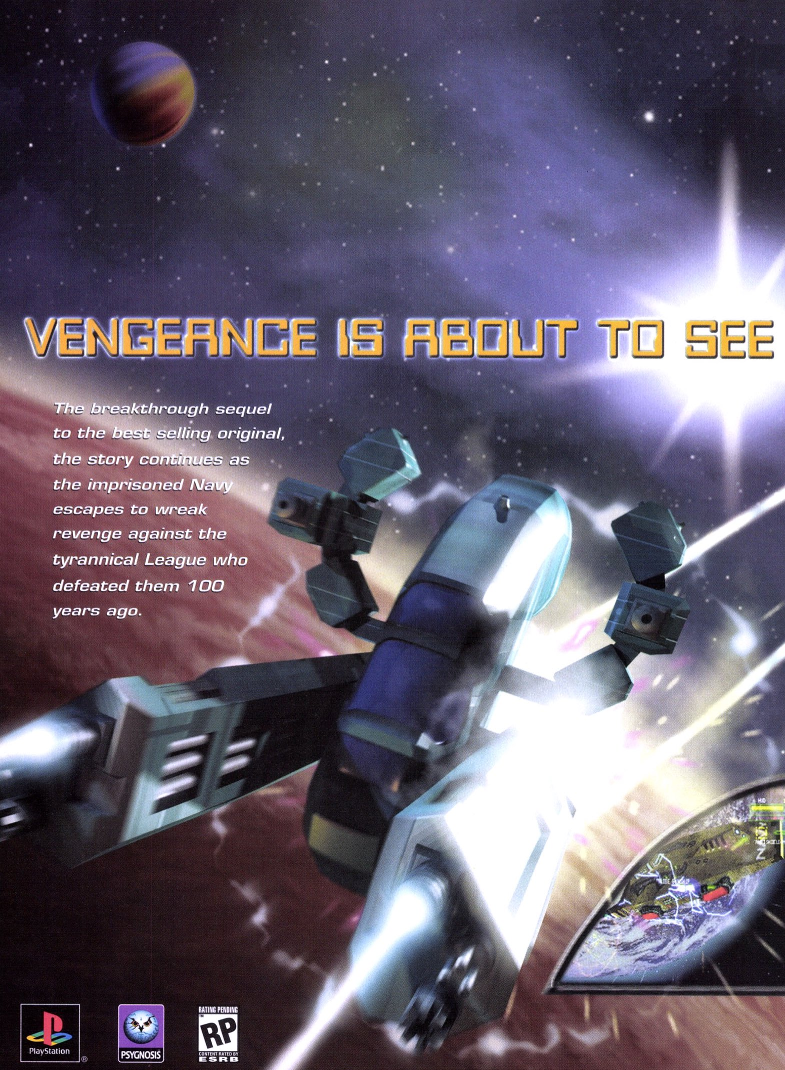
"So what makes Unholy War worth checking out despite all of this? Simple—the two-player game is a blast."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

IMPRISONED IN DARKNESS
A CENTURY AGO...



VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.

PlayStation®

PSYGNOSIS

RATING PENDING RP CONTENT RATED BY ESRB

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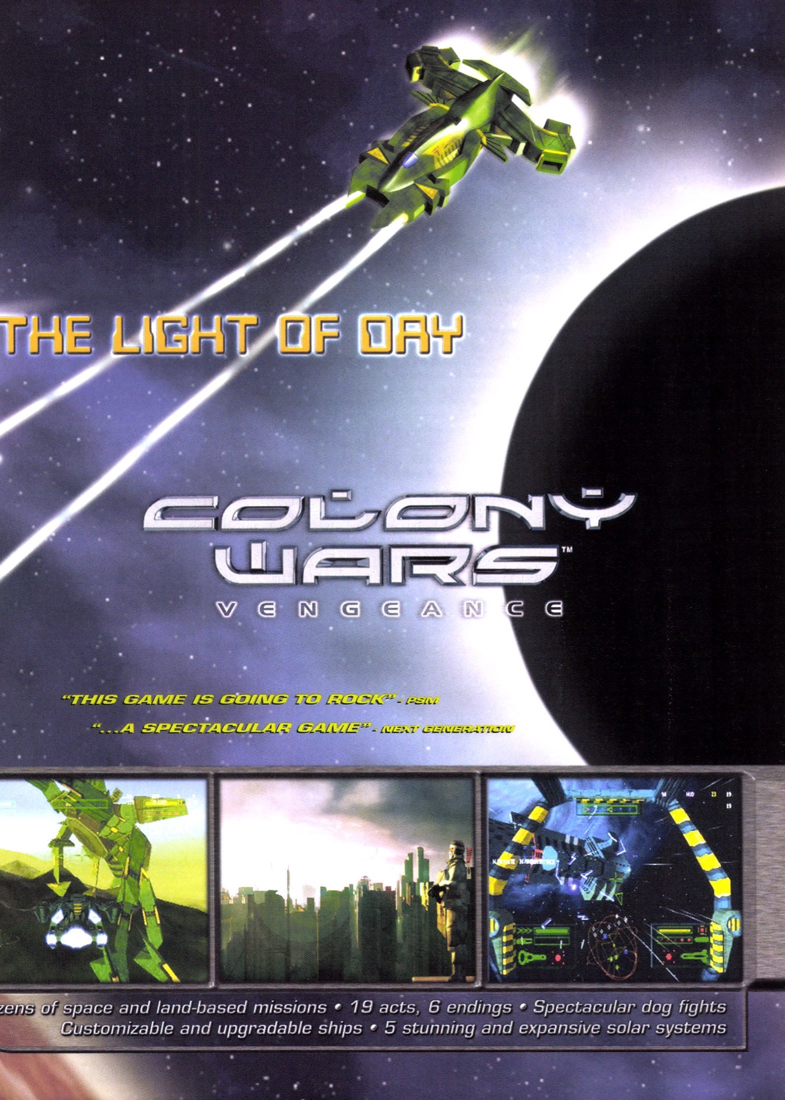
THE LIGHT OF DAY
COLONY WARS™
VENGEANCE

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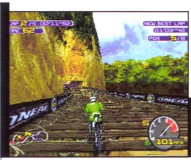
zens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
Customizable and upgradable ships • 5 stunning and expansive solar systems

Developer	Delphine
Publisher	Electronic Arts
Genre	Racing

PlayStation
Electronic Arts
Moto Racer 2

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Moto Racer 2



An exceptional game, for better or for worse

As one of the more vocal evangelists of the original Moto Racer, I had extremely high hopes for the sequel. And I have to say that overall, I'm mostly impressed. Just not in the areas I'd expected. Allow me to explain.

The original Moto Racer was an extremely good-looking game with a solid racing engine under the hood. It lacked some of the depth of other racers, but made up for it with the beautiful analog controls and the variety that resulted from throwing together equal numbers of tracks for dirt bikes and street cycles.

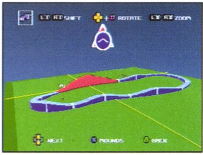
The sequel adds to that formula even more tracks, a higher level of challenge overall, a gruelingly realistic Simulation Mode and even a Track Editor. So by all rights Moto Racer 2 should bring in as good a score as the original, right? Well, it's not that simple.

First of all, this is the first sequel I can think of that's taken a significant cut in terms of graphic quality when compared to the original. I understand the reason for this (the game is native to the PC, and 3Dfx cards rule the market, making for some seriously detailed environments that don't translate well to PlayStation hardware), but I don't have to like it. It's especially reprehensible when you consider that the game's amazing engine would have done just fine with shaded polys.

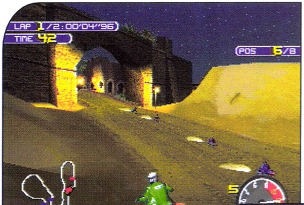
Yes, the engine is amazing—*much* faster, easier to control and more realistic than the original—which under normal circumstances would balance graphical problems sufficiently. Unfortunately, the environments are so dense that the grainy, muddy graphics actually make the game unnecessarily challenging on some levels. Also disappointing are the severe limitations of the Track Editor, which has geometric constraints that prevent the player from creating truly insane levels.

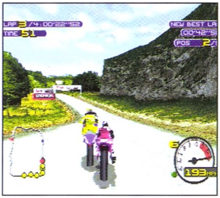
Still, the more realistic levels (especially the inclusion of lots of hilly terrain) make for a great racing experience. It's still an exceptional game. It just could have been better.

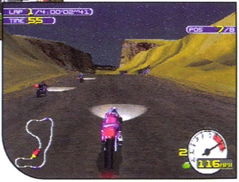
—Joe Rybicki



The Track Editor (above) is relatively easy to use, but unfortunately limited when it comes to putting in things like breakneck hills and insane jumps. I wish they would just let the player decide what's playable and what isn't.







Although I liked the inclusion of variable time of day and weather conditions, I found the headlight effects (above) incredibly corny. People, if you're going to do lighting, do it right, for Pete's sake!

Box Score

Pros

- **It's FAST, man!**
- **Still top-notch controls**
- **Dual-shock support lets you feel when the bike is beginning to slide**
- **More realistic, hillier courses**

Cons

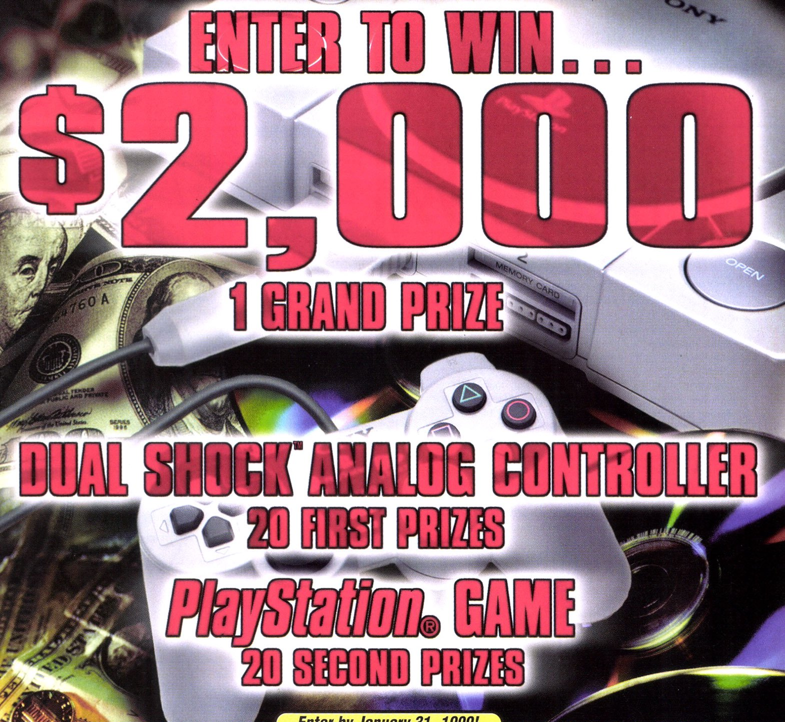
- **Ugly-ass graphics actually hurt the gameplay**
- **Limited Track Editor**
- **Cheesy lighting effects**

> "This is the first sequel I can think of that's taken a significant cut in terms of graphic quality when compared to the original."

Official U.S. PlayStation Magazine

● ● ● ● ◐

Rating



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(Please print clearly.)

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MM/DD/YY

Sex ○ Male ○ Female Form ID 0038

What type(s) of games do you like best?

- ○ Sports
- ○ Driving
- ○ Flight Sim
- ○ RPG
- ○ Fighting
- ○ Action/Adv.
- ○ Strategy
- ○ Shooter

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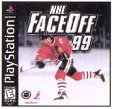
Developer	Killer Game
Publisher	989 Studios
Genre	Sports



1~8 Players

Memory Card 1~6 blocks

Analog Controller Compatible

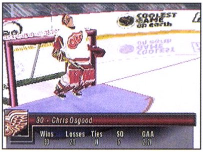
NHL FaceOff 99

Is there enough improvement to topple NHL 99?

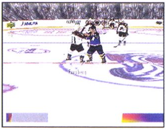
From beginning to end, FaceOff 99 looks sharp. The 3D graphics are very crisp, and the player detail has been increased considerably (they say 25 percent more polygons per player). Furthermore, the players control smoothly and the gameplay moves fast—almost too fast at it's default setting. Thankfully, FaceOff 99 has an option that allows you to subtly tweak the game speed so that you can slow or speed it up to your liking.

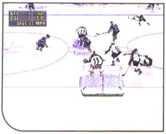
While FaceOff 99 is noticeably tougher than last year, it seems that the computer is "cheating" a bit to keep the scoring down. I can consistently get to the net easily, but when I shoot, it seems like there's a brick wall assisting the goalie. The biggest improvement is probably FaceOff's all-new "television-style" presentation. Quick camera angles, player close-ups and lots of statistic overlays provide the visuals while ESPN announcer Darren Pang and play-by-play man Mike Emrick make the calls. Unfortunately, there is still not enough stadium music and raucous crowd noise—the stuff that helps makes a hockey game so intense.

Overall, FaceOff 99 looks and plays better, and so I can definitely recommend this to hockey fans not worried about gritty realism. But I do suggest that those looking for a simulation should wait for *OPM* to take a look at NHL 99 before making a decision on a hockey game. ***—Kraig Kujawa***



Here's some of that television-style presentation you keep hearing about (above).





Box Score

Pros
- Fast and smooth 3D graphics
- Improved presentation
- Plenty of options

Cons
- Questionable computer intelligence
- Sound could still use some improvement

●●●●○

OPM Rating

Developer	Lightwave
Publisher	Square EA
Genre	Fighting

PlayStation
BUSHIDO BLADE 2
SQUARESOFT

1 or 2 Players

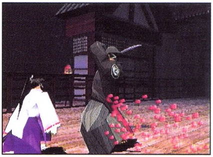
Memory Card 1 block

Bushido Blade 2

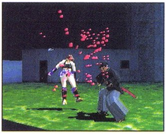
Your mind must be as sharp as your sword

Bushido Blade 2 is again destined to be a sleeper hit, but not for the reasons you might think. The first title took people by surprise with its realistic methods of wounding opponents and the notorious one-hit kills. There was also an underlying flow to the game that captured the balance of Yin and Yang, the balance of offense and defense. The sequel offers the same basic feel with a few exceptions. Everything from the pace of fights to the sparse ambient sounds reflect a deliberate attempt at heightening the tension you feel during fights. The only drawback is that most of the environments you fight in are bland and limited in running space.

The compromise in backgrounds is due to the bigger polygonal builds of the characters who now benefit from a wider range of animation. Although they move well, the lack of detailed texture maps on clothes makes Bushido 2 look more like a step back. Because of all these differences, many fans will not embrace it. It's true that the graphics and environments are not as compelling as the first, but I guarantee you'll appreciate the improved fighting mechanics and replay value if you play Bushido 2 with the same open mind as when you played the original. The gameplay engine is deeper and better defined, making it a much more realistic simulation. Give it a try. ***—Wataru Maruyama***



When equipped with the katana, certain fighters have the ability to attack as they unsheath their blade. Very cool.



Box Score

Pros
- Good animation of characters
- Nice ambient sound effects
- Lots of characters

Cons
- Average graphics
- Limited arenas
- No leg injuries

●●●◐○

OPM Rating

Well Done Soldier
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PlayStation
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ACTION ADVENTURE THRILLER
KAGERO
Deception II
PlayStation
TECMO

1 Player

Memory Card 1 block

Developer	Tecmo
Publisher	Tecmo
Genre	Strategy

Kagero: Deception II

Tap into the darker side of your soul

I was a mild fan of the original Deception simply because it was different than anything I had played before. Deception II improves on every interesting element of the original and adds a host more, resulting in a powerful gaming experience.

The basic game involves setting up traps and killing whoever happens to be in the wrong place at the wrong time. As you gain points (called Ark), new traps will become available to you. Different traps can be developed depending on which ones you have in your arsenal, and it will take you several runs through the game to try them all. Completing the game gives you access to more traps—although certain secret ones can only be unlocked through very specific means.

The story can also change depending on your actions, resulting in six possible endings. The plot of Kagero is out there, but it's the individual people you encounter and their unique stories that really leave an impression. There's one particular warrior who believes the cure to his son's illness is hidden in an idol. Suffice it to say you can't let him have it and once you do away with him, you must decide whether to let his wife and child leave the castle alive. Truly gut-wrenching and highly recommended.

—Wataru Maruyama

McLord
30 Dmg
MEGA ROCK
EVIL KICK
BEAR TRAP

A brief mother and adopted daughter interlude, "Go kill the humans who are invading the castle ... and don't forget your lunch."

Dorcas
I can't really be dying, can I?

Hornstein
SPIKE ROCK
EVIL KICK
SPARK ROD

Box Score

Pros	Cons
• Lots of replay value	• Convoluted Story
• Trap Combos	• Buggy graphics
• Good Music	
• Simple and addictive gameplay	

● ● ● ● ◐

OPM Rating

Developer	Gremlin
Publisher	Fox Interactive
Genre	Racing

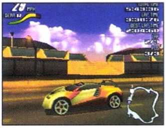
Motorhead
PlayStation

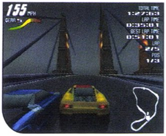
1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

The tracks, although somewhat limited in number, are cunningly designed, with branching paths that often lead to dead ends. Ouch.





Motorhead

A new challenge for veteran racing fans

Yikes. When Gremlin decides they want to make a racing game for the veteran video racer, they don't mess around. Motorhead (no relation to the umlaut-sporting band of the same name—sorry, Lemmy fans) is a fast, fierce racing title that is most definitely not for the timid.

With only 10 different vehicles and eight different tracks, variety is not Motorhead's strongest suit. But the moody, atmospheric tracks (progressing from a dense, foggy night into early morning hours and beyond) and the convincingly futuristic environments are a refreshing change from the staple racing environments. What's most exhilarating, however, is the 60 frames per second this game jams down your throat. Racing at this speed on the exceptionally narrow tracks would be challenging enough; but then Gremlin had to throw in obstacles like toll booths and misleading dead-end paths to make things more interesting.

All this, plus the sheer power of the opponent cars (which can be nullified a bit by choosing the "Catch Up" option on the well-rounded Option Screen—if you don't mind cheating!) make Motorhead one of the most grueling racing games I've seen in some time. It's well worth a spin to see if you're up to the challenge.

—Joe Rybicki

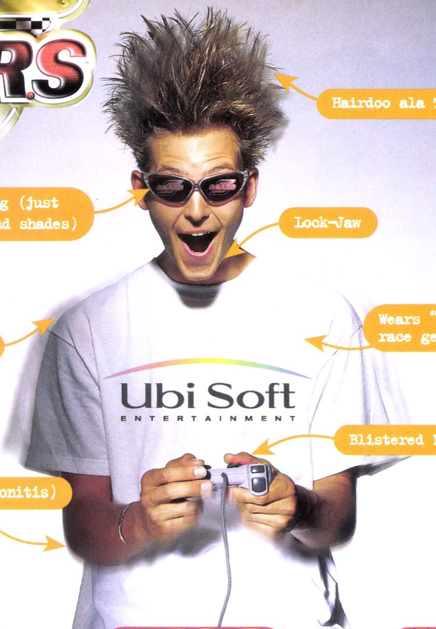
Box Score

Pros	Cons
• 60 fps, man!	• Challenge may be too much for some
• Interesting environments	• Limited cars and tracks
• More than adequate level challenge	• Touchy controls

● ● ● ◐ ○

OPM Rating

S.C.A.R.S.



Hairdoo ala Turbo

Acute Retinal Burning (just an excuse to wear rad shades)

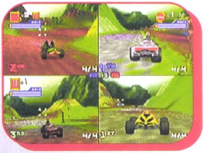
Lock-Jaw

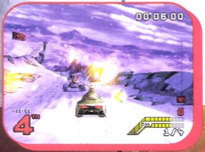
Wears "standard issue" race gear 24 hours a day

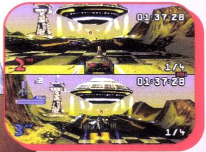
Dislocated shoulder

Blistered Raw Nub

S.C.A.R.S Elbow (Tendonitis)







SCARRED FOR LIFE?

Intense racing action hits the streets September '98 for PlayStation® Game Console and PC-CD ROM. October '98 on the Nintendo® 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always BLAST 'EM. They'll always remember you - every time they look in the mirror.

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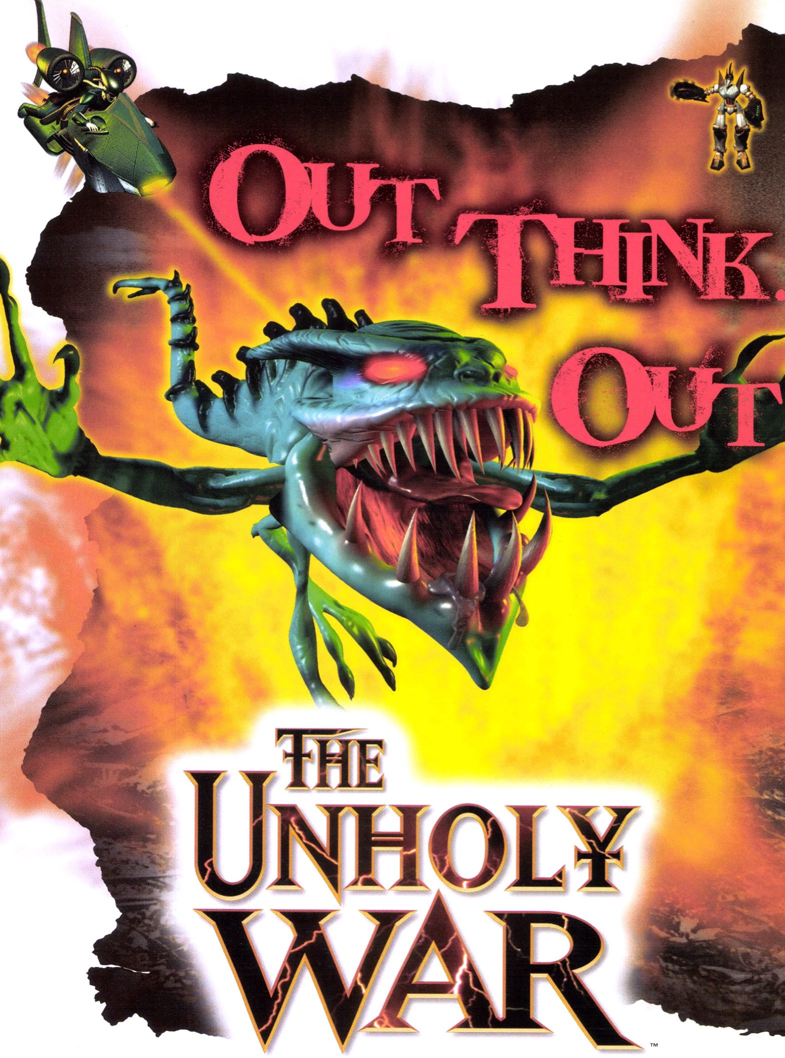
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BRONTU

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MAGUS

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— videogames.com

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PlayStation

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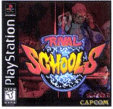


Developer	Capcom
Publisher	Capcom
Genre	Fighting

1 or 2 Players

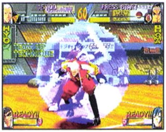
Memory Card 1 block

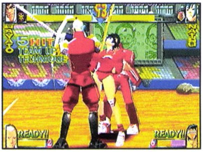
Rival Schools

A lesson in fighting you won't soon forget

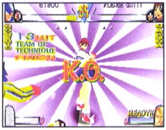
What kind of twist can Capcom possibly put on this latest offering that will continue to appeal to fighting fans? On the surface, Rival Schools seems to be a mix of Street Fighter EX and X-Men vs. Street Fighter, but a closer inspection reveals many nuances both subtle and overt that distinguish it from those two. The overall timing of attacks is quite different, although buffered combos still act in a similar manner. Some of the more interesting additions to Rival Schools are techniques seen in non-Capcom fighting games, like fall recoveries both on the ground and in midair.

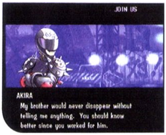
New fighting moves aren't all you'll find in Rival Schools. You have a nice selection of play modes like Arcade, Training, Versus, Team Battle, Tournament and a special PlayStation mode allowing you to have a second player control a character on your team. Great character designs and art are a given for Capcom games, but Rival Schools outdoes the usual standard of high quality. You'll be treated to neat illustrations during loading screens and have the ability to view them all once you unlock it as an option. I've felt that the basic formula hasn't strayed far enough from what we've seen with recent Capcom fighters. Fortunately, Rival Schools goes the extra mile and then some. **—*Wataru Maruyama***





You can call in your teammate for some added muscle or just a pep talk. A friend can be your partner on the Evolution disc.




JOIN US

AKIRA
My brother would never disappear without telling me anything. You should know better since you worked for him.

Box Score

Pros	Cons
Fast and furious gameplay Many skills to master Lots of options spread out over two discs	Could use more graphic polish Could have been packed into one disc

●●●●○
OPM Rating

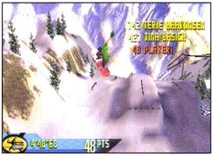
PlayStation
SNOWBOARD
ESPN
DIGITAL GAMES

Developer	Radical Ent.
Publisher	ESPN D. Games
Genre	Sports

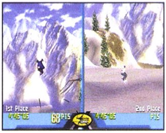
1 or 2 Players

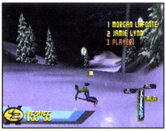
Memory Card 1 block

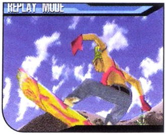
Analog Controller Compatible



Immense air like this makes for some seriously twisted replays. This fella's headed for that rail slide below. Think he'll make it?







Box Score

Pros	Cons
Broad, realistic courses Great graphics and animation Intuitive trick system Great music!	Frame-rate's a bit slow Limited trick repertoire Inconsistent control over trick execution

●●●●○
OPM Rating

X Games Pro Boarder

This boarder borders on brilliance

Last month, we asked the question, "What does ESPN know about video games?" This month, with X Games Pro Boarder, we learn the answer: a whole damned lot. Perhaps more to the point, ESPN knows a whole damned lot about snowboarding, and shows off their knowledge by throwing in some top-shelf names from the world of boarding, like Peter Line and Jamie Lynn (complete with bios and some candid off-the-slopes photos), and focusing on the most popular elements of the sport.

With this in mind, the competitions include immense jumps, death-defying rail slides and so on. More importantly, however, is the fact that the downhill areas are extremely broad, allowing the player to choose his/her own path and making for a very realistic feel—something the Cool Boarders series has never managed adequately. Add to this the excellent boarder animations and overall graphics, not to mention the amazing soundtrack (featuring such skate punk all-stars as Pennywise, NOFX and even underground faves Bouncing Souls—all in easily recordable Red Book audio format), and you've got one well-rounded boarding game.

Sure, the frame-rate could use some work, and the game could use a few more tricks and more consistent trick controls. But all in all, it's easily the best boarding game I've seen yet. **—*Joe Rybicki***

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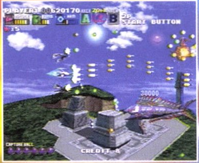
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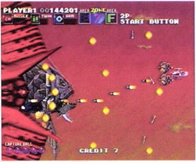
2P START BUTTON
30000
CAPTURE BALL
CREDIT 8

Choose Your Path -
5 Different Endings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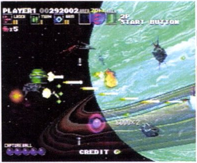
2P START BUTTON
CAPTURE BALL
CREDIT 7

Battle 28 Huge Bosses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CAPTURE BALL
CREDIT 6

Conquer 15 Enormous Levels

"...the most fantastic boss shooting scenes ever..." -GameFan

"...a spectacular shooter..." -OPM

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PlayStation®

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Developer Idol Minds
Publisher 989 Studios
Genre Sports

PlayStation
COOL BOARDERS 3

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Cool Boarders 3

More tricks and tracks, but less fun

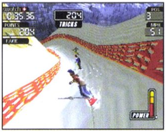
Snowboarding is finally getting its due. With two games for review this month and at least two more on the way, it's finally reaching the degree of recognition of some of the country's older sports. The good thing about this is that boarding fans have a wider variety of games to choose from. The flip side is that Cool Boarders, the game that started PlayStation's snowboarding craze, just doesn't quite stack up anymore.

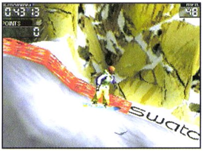
Granted, Cool Boarders 3 retains some of the things that made the original such a blast to play. Long, fast, life-threatening courses are the norm here; this time the different events range across the face of one of three mountains, each with its own character and look. A truly staggering arsenal of tricks and trick combos are available, as well, which can lead to some seriously sick aerobatics.

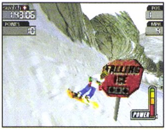
But the tricks are even more artificial than before; now you can't even pull off a simple backflip without some awkward button-fumbling. The result may look more impressive, but the tricks are far less intuitive to perform than they need to be. And goofy-looking characters, jerky animation and some serious track design flaws hurt this one badly.

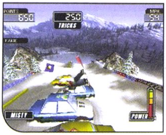
This one's for you only if you can't bear to give up your familiar snowboarding game.

—Joe Rybicki









Get hung up on obstacles like this Falling Ice sign (left) enough and you'll be ready to throw your controller off a cliff.

Box Score

Pros
- Long, fast, life-threatening tracks
- Lots of tricks
- Wide selection of licensed boards

Cons
- Tracks still too narrow
- Goofy characters, inferior animation
- Some serious track problems

● ● ● ○ ○
OPM Rating

Developer SME
Publisher Activision
Genre Adventure

PlayStation
TENCHU
STEALTH ASSASSINS
ACTIVISION

1 Player
Memory Card 1 block
Analog Controller Compatible

Tenchu

Silent and deadly

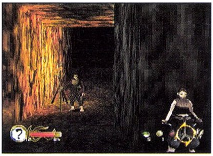
Traditionally, video games have focused solely on the action side of ninjas. Tenchu takes a more realistic approach by emphasizing the stalking and assassination aspect of the shadow warriors. It's quite a thrill to swoop down from a roof onto an unsuspecting guard with blades drawn.

But no one said it was easy being a ninja, and Tenchu packs in plenty of challenge. After every mission, you'll be given a ranking from Novice to Ninja. The more closely you follow your objectives, the better the grade.

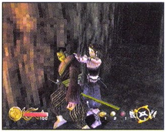
One standout feature of the game is the phenomenal music, which isn't much of a surprise considering this was originally a Sony Music Entertainment title (they made PaRappa) in Japan. It's a masterful blend of Japanese flutes and string instruments set to a modern beat.

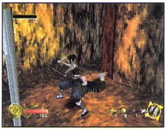
But Tenchu is not without its share of problems. The enemies aren't too bright and are pretty easy to shake. Camera angles are sloppy, with tight corridors being a virtual death trap because you can't see your character when multiple enemies attack. And last, but not least, the voice acting is incredibly cheesy. But it's easy to accept these flaws, because Tenchu is a whole lot of fun and a definite change of pace from the horde of generic third-person adventure titles. Just be careful where you pick your fights.

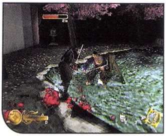
—Wataru Maruyama



Patiently wait until the guards turn the other way before cutting them open. Pretty sneaky, sis.







Box Score

Pros
- Great music
- Challenging levels
- Stealth ninja action

Cons
- Horrible voice acting
- Bad camera angles
- Imperfect enemy AI

● ● ● ● ○
OPM Rating

POWER and PERFORMANCE

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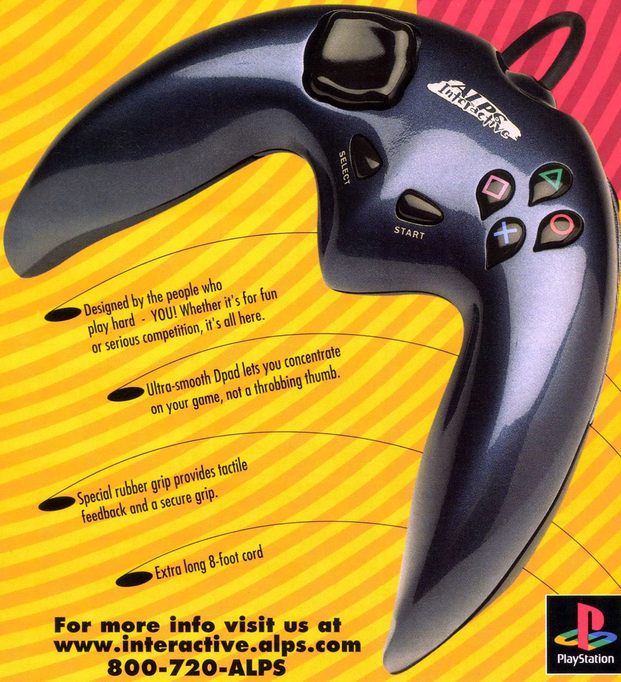

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PlayStation

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ALPS Interactive™

PlayStation
DUKE NUKEM TIME TO KILL

1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

Developer	n-Space
Publisher	GT Interactive
Genre	Action

Duke Nukem: Time to Kill

Duke's having some problems with control

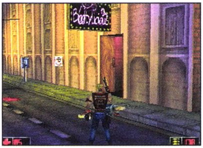
More like the bastard child of Duke and Lara Croft, Time to Kill manages to successfully bring the Duke franchise, such as it is, into the realm of the 3D adventure—more or less.

The environments, although extremely blocky and grainy and reminiscent of first-generation PlayStation titles, still possess a real-world charm, now magnified by the inclusion of varied time-period themes (especially amusing is how the Duke's—and the enemies'—outfits change depending on the time) for every huge level. There ain't nothin' like clearing out a medieval cathedral with a Holy Hand Grenade!

Unfortunately, the controls are just plain awful. Duke moves and turns like a crippled Lara Croft (although quite a bit faster with the game speed set to high), and little things like his inability to grasp a ledge at any kind of angle makes simple jumps frustrating. Analog control is included, but should be avoided at all costs. It's possibly the worst use of analog I've seen yet.

But other than that, it's all I would have expected from a 3D Duke adventure—meaning vulgarity, violence and political incorrectness at every turn, lots of nasty nasties and a whole lot of gritty humor. It's worth a look for any Duke fan.

—Joe Rybicki



Duke can visit the obligatory strip joint, which he calls "my home away from home!" Just be careful not to cap the babes, or you're in for a world of hurt.

Box Score

Pros	Cons
• Duke rocks • Duke roams through realistic locations • Duke's got loads of new moves	• Duke looks like crap • Duke controls like crap • Duke's seriously politically incorrect

● ● ● ◐ ○

OPM Rating

PlayStation
RUNNING wild

1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

Developer	Universal
Publisher	989 Studios
Genre	Sports

Running Wild

This odd racer staggers to the finish line

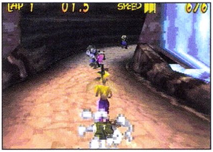
It sounds like a good idea, at first: a racing game with players controlling, not cars or hovercraft or boats, but simply their own two feet. It's only when you actually sit down with a game like Running Wild that you realize that footraces just aren't that much fun.

Universal tried to spice up the action a bit by throwing in animal-based characters, each with attributes supposedly representing those of its corresponding creature. They added power-ups, turbo pads, springboards, lava pits and tornadoes. They gave each level a Boss that, once beaten on Hard difficulty, became playable. But they just couldn't overcome the fact that footraces are just inherently uninteresting.

Now, this doesn't kill the game completely. It's actually interesting to pick up and play for a while. As such, it would probably make a more than satisfactory rental—especially for that hard-to-shop-for youngster or significant other, considering the cartoony, unoffensive style of the game.

But the horribly sluggish controls make playing past the first level of difficulty more of a chore than it's worth. The ho-hum rewards for completing a circuit (four additional tracks overall and then the ability to play as the Bosses) just aren't worth the hassle. Sadly, it doesn't seem like that much of a loss.

—Joe Rybicki



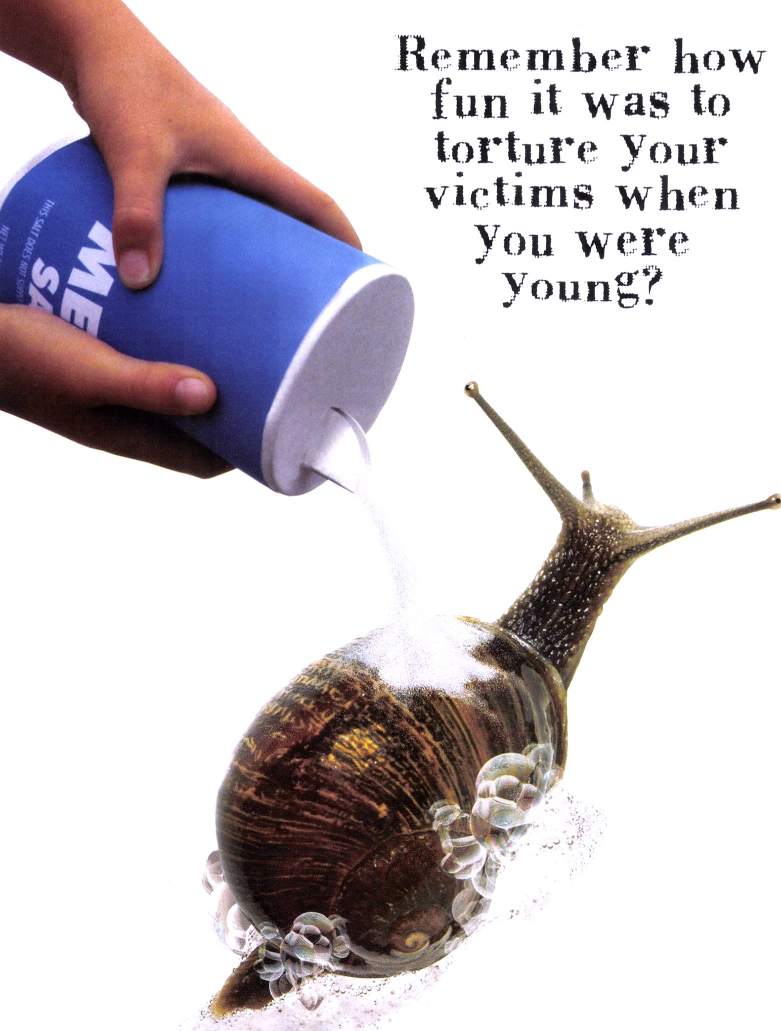
Pick-ups like the Ice Bomb (right) can seriously screw your enemies while leaving you free to move up in the rankings.

Box Score

Pros	Cons
• Interesting idea • Colorful levels and characters	• Controls are WAY too sluggish • Not many tracks • There's just not that much there

● ● ○ ○ ○

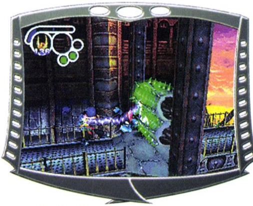
OPM Rating


Remember how fun it was to torture your victims when you were young?

SOME things never

POUND your enemies to Mush!

FRY him 'til he's CRISP!



GRIND villains to Pieces!

SMASH 'em while Freefalling!

FEED the beast some Meat!

MOW 'em down on your Jetbike!

WILD 9
PlayStation
Torture Your Enemies

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PlayStation

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TEEN
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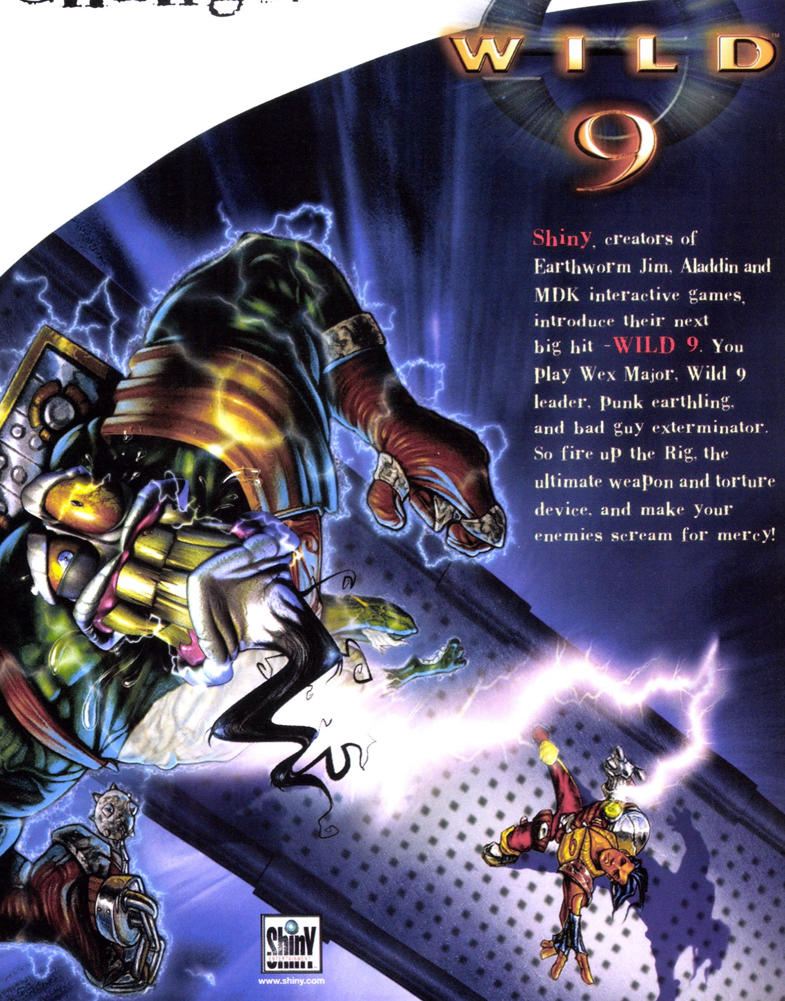
CONTENT RATED BY
ESRB

Change.



Shiny, creators of Earthworm Jim, Aladdin and MDK interactive games, introduce their next big hit -WILD 9. You play Wex Major, Wild 9 leader, punk earthling, and bad guy exterminator. So fire up the Rig, the ultimate weapon and torture device, and make your enemies scream for mercy!

Shiny Entertainment

www.shiny.com

Review Recap

The final word—official and unbiased.

A roundup of the most notable games of recent months

Spyro the Dragon

C: The Contra Adventure

Think Konami learned a lesson from the horrendous Contra 3D? Think again. Unbalanced gameplay, shoddy graphics and overall messy design make us hunger for the 16-Bit days. The bottom line? Don't bother.

OPM Rating ●◐○○○

Gran Turismo

If you haven't played Gran Turismo yet, you're missing out on something. Specifically, you're missing out on the greatest racing game yet to arrive on any system. Want to jump right into a fast and furious race? Arcade Mode is just your thing. Care for more of a realistic simulation experience? GT Mode will have you spending hours in front of your TV trying to shave milliseconds off of your score. With 166 different cars, you even stand a good chance of driving your own model! Don't miss this game.

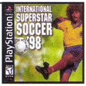
OPM Rating ●●●●●

Grand Theft Auto

This is one game that's been stirring up controversy on both sides of the Atlantic. You play the role of freelance gangster, stealing cars and performing various other highly illegal activities. What's surprising is that, in spite of the sickening graphics, shallow missions and morally reprehensible premise, the game can actually be a blast to play. A rental, at least.

OPM Rating ●●◐○○

ISS Soccer '98



Quite simply the best soccer game available for the PlayStation (in the States, anyway). There's no World Cup license, but who needs it when you've got top-notch controls, incredibly lifelike animations and challenging AI opponents. Goaaallll!

OPM Rating ●●●●◐

Kartia

One of the most all-around enjoyable strategy RPGs to come around in quite some time, Kartia takes a simple rock-paper-scissors battle system and adds enough variations to make every battle a supreme exercise in careful tactics. A great, unusual graphic style is the icing on the cake.

OPM Rating ●●●●○

Madden NFL 99

Simply the deepest, most realistic NFL football game on the PlayStation. No, it may not have the graphical punch of its major competitor, but it's got the stuff where it counts. This excellent pigskin simulation is the ideal choice for the die-hard football fan.

OPM Rating ●●●●◐

Mortal Kombat 4

The newest addition to the MK saga is a surprisingly adequate port of a very high-performance arcade game. The inclusion of free-roaming arenas and the ability to pick up weapons add some much-needed innovation to the aged series. Some unresponsive controls mar the experience, as does the frequent disc access. Nevertheless, it's a solid addition for any MK fan.

OPM Rating ●●●◐○

NCAA Football 99

A development team all its own (for the first time since the inception of EA's college franchise) has made NCAA 99 one hell of a college football game. Excellently challenging AI, loads of options and great polygonal graphics make this one a winner on all counts. And although the frame-rate could use a boost, EA's 32-Bit football games have always been about realism over action. Nice job!

OPM Rating ●●●●◐

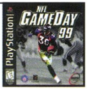
NFL Blitz

"Oh, that HAD to hurt!"

Midway's smash arcade hit has finally hit the PlayStation, and to everyone's surprise the console version actually more than does the arcade version justice. Throw in Dual Shock support and Tournament and Season Modes and you've got one excellent port on your hands. Fast, addictive, brutal and just plain fun.

OPM Rating ●●●●●

NFL GameDay 99



Still fighting head to head with Madden, GameDay takes the looser, more arcade-y route to gridiron glory. Crisper graphics, more detailed polygonal models and more thorough player animations are just the visual updates; the AI has been tweaked as well, albeit not as much as one would hope. Still one of the best football games available.

OPM Rating ●●●●○

NFL Xtreme

Let's put it nicely. Let's say this game is "strikingly similar" to Midway's smash arcade hit NFL Blitz. Unfortunately, Xtreme tries

recap pick of the month

Activision Classics

ACTIVISION CLASSICS
A COLLECTION OF
30 games
FOR THE ATARI 2600
ACTIVISION

Retrogaming really brings out some mixed emotions, and Activision's latest entry into the genre really demonstrates why. Just about every game in this huge compilation just isn't very fun any more. That's right—Stampede, River Raid II, Atlantis, Dragster, Enduro, Dolphin, Laser Blast and a majority of others are all just crap now. Furthermore, it's amazing that many of us were so entranced by some of these games of yesteryear. There are a few games that are still a little fun (Pitfall, Freeway and Fishing Derby), but you'll probably get sick of them once your nostalgic feelings subside. To their credit, Activision did their best to make this compilation worthwhile. There are 30 games on the disc, and each game retains all of their different game modes and features. It would have been nice if they included some historic material though.

OPM Rating ●●○○○

FISHING DERBY
FREEWAY
FROST BITE
GRAND PRIX
HERO
ICE HOCKEY
KABOOM!
KEYSTONE KAPERS
LASER BLAST
SELECT
ACCEPT

for some more conventional simulation features and ends up falling on its face. It falls somewhere between GameDay 99 and Blitz on the realism scale, and a good deal beneath both on the entertainment scale. Pass on this one.

OPM Rating ●●○○○

Parasite Eve

PlayStation
Parasite Eve

Square's "cinematic RPG" may be light on puzzles, but it's heavy on moody environments and seriously twisted cinemas. That's not even mentioning the top-notch sci-fi/horror story. A nifty weapon and attribute modification system offers about the only real mental challenge, but who cares?

OPM Rating ●●●●○

Resident Evil DC (dual shock)

PlayStation
RESIDENT EVIL
DIRECTOR'S CUT
Dual Shock Version
CAPCOM

Capcom manages to find yet another way to package the PlayStation's first blockbuster hit. But guess what? This so-called Director's Cut is still lacking the cutscenes from the original version! It's a great game, but only really worth getting if you don't already own the original.

OPM Rating ●●●○○

Rosco McQueen Firefighter Extreme

PlayStation
ROSCO McQUEEN
FIREFIGHTER EXTREME

Whoah. This is an example of a potentially fascinating game premise gone awry. Players travel through unremarkable 3D environments putting out fires (which seem to be caused simply by spontaneous combustion) and rescuing frightened civilians. Think of a cross between Blasto and Bubsy 3D and you're on the right track. No thanks.

OPM Rating ●◐○○○

Spice World

PlayStation
SPICE

Oh boy. This is possibly one of the most bizarre PlayStation games ever to be released in the States. Players guide the Spice Girls through a whirlwind career, first by piecing together familiar Spice songs in correct order, then by putting together a dance routine, which is followed by a trip to the studio, and so on. You won't get much out of it unless you know the songs by heart, so this is one for the die-hard Spice Girls fan (and we know you're out there) only.

OPM Rating ●●◐○○

Spyro the Dragon

PlayStation
Spyro

He's cute, he's cuddly and he breathes fire. He's Spyro the Dragon, featured in this innovative platformer with a star-studded cast. Restrained level design makes the sheer size of the game even more impressive, and yet it's not too much of a challenge for the beginner. First-rate!

OPM Rating ●●●●○

Soul Blade

PlayStation
Soul Blade
namco

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this, and great characters, too. It's well worth the new Greatest Hits price, and then some!

OPM Rating ●●●●◐

Tekken 2

PlayStation
TEKKEN 2
namco

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

OPM Rating ●●●●◐

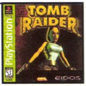
Tekken 3

PlayStation
TEKKEN 3
namco

This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating ●●●●●

Tomb Raider



The game that started Lara Croft's reign as *the* video diva still provides an impressive gaming experience. Huge, moody levels keep the tension levels high between battles. Only a weak save system mars this Greatest Hit.

OPM Rating ●●●●○

Tomba!

PlayStation
TOMBA!

The platform veterans at Whoopee Camp have come up with an entertaining, and surprisingly deep, platform-based adventure that in some places could even be called an RPG. More than 130 mini-quests are carried out in a huge, colorful, polygonal world populated with dozens of wacky characters. Whimsical fun for the whole family.

OPM Rating ●●●●○

Vigilante 8

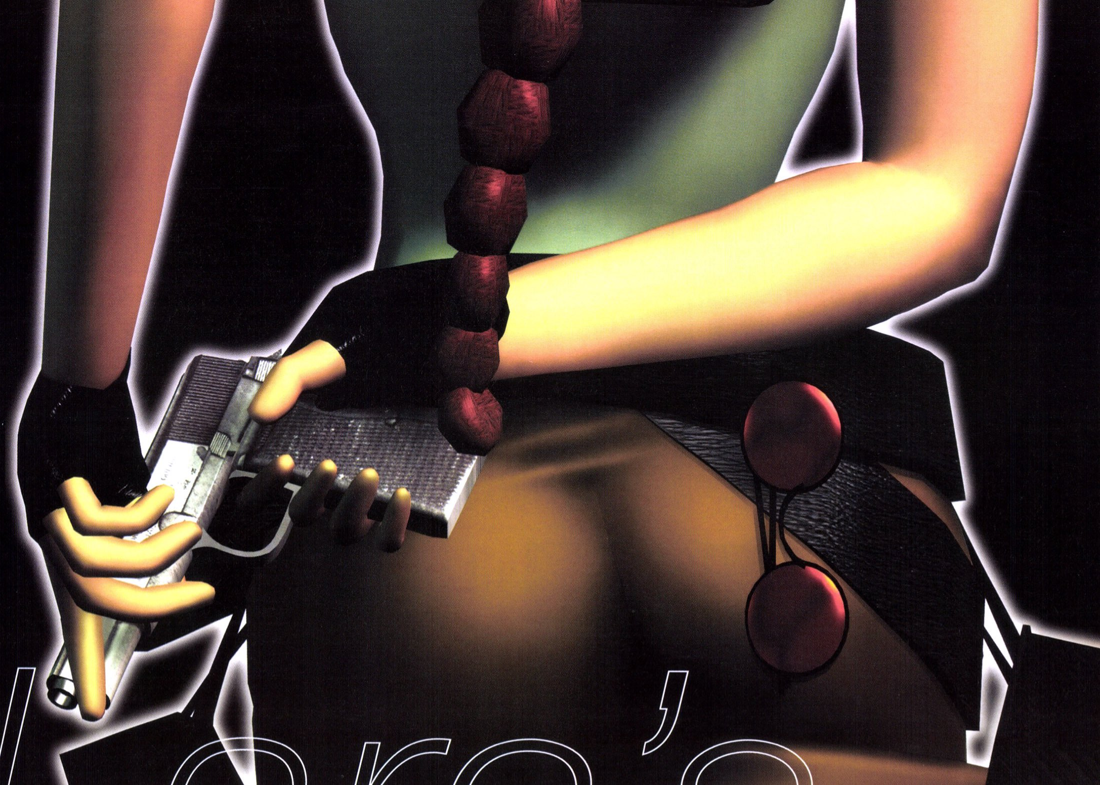
PlayStation
VIGILANTE 8
Activision

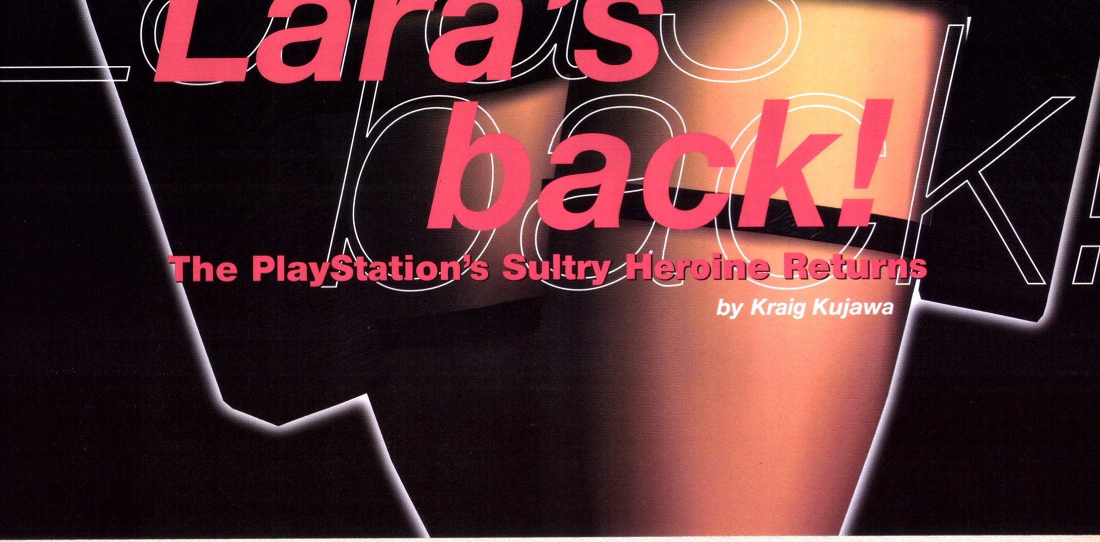
This game of vehicular combat takes the formula set forth by Twisted Metal and runs with it. Gigantic, realistic environments are the arenas, funky '70s characters are your enemies, and your vehicles range from a school bus to a (hidden) alien spacecraft. The powerful engine even allows for blowing huge craters in the ground. It's a blast!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
AGH: Atari Coll. 2	●●◐○○
Batman & Robin	●○○○○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
Cardinal SYN	●●●○○
Castlevania: SotN	●●●●●
Colony Wars	●●●●●
Crash Bandicoot 2	●●●●○
Dead or Alive	●●●●◐
Final Fantasy VII	●●●●●
Forsaken	●●●●○
G.Darius	●●●●○
Gex: Enter the Gecko	●●●◐○
Ghost in the Shell	●●●●○
Heart of Darkness	●●●●○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Klonoa	●●●●●
The Lost World: JP	●○○○○
Micro Machines	●●●●●
MLB 99	●●●●○
NBA Live 98	●●●●◐
NBA Shoot Out 98	●●●◐○
Need for Speed III	●●●●○
NHL 98	●●●●○
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Resident Evil 2 (DS)	●●●●●
Road Rash 3D	●●●○○
SaGa Frontier	●●●◐○
San Francisco Rush	●●●○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Tales of Destiny	●●●●○
Test Drive 4	●●●◐○
Tomb Raider II	●●●●◐
Triple Play 99	●●◐○○


Lara's



Lara's back!

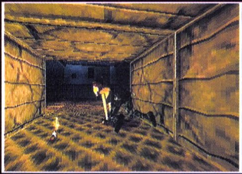
The PlayStation's Sultry Heroine Returns

by Kraig Kujawa

"What we showed at E3, in hindsight, was considerably too early", mused Adrian Smith, the operations director of Core Design (the developer of Tomb Raider) when asked about Tomb Raider III's early showing at E3. Indeed. In late May, Eidos decided to give the game industry a sneak peek at the newest addition to their Tomb Raider franchise, and many were quite underwhelmed. Of course, the embryonic version that was shown at E3 wasn't near completion, and didn't do justice to the almost-finished game. So, after all of the speculation, the question "What exactly is different between Tomb Raider II and Tomb Raider III?" begged to be answered.

"Fundamentally, Tomb Raider III is the same," replied Adrian. "The main mechanics, what it's about, the gameplay—it's the same. We don't want to change it. We loved the game, the genre and the great gameplay. What we did is we revisited it all. At the end of each Tomb Raider we made a list of what people wanted to see in the next game. After Tomb Raider I people wanted to see more action. After Tomb Raider II they wanted more puzzle elements. We went a different route with Tomb Raider III. Very, very intense puzzle elements in addition to some action and shooting elements. So it's a mix of the two, and we think we have a balance."

To achieve this balance, Core Design decided to give Lara even more moves and weapons, which directly added major new wrinkles to the gameplay. Adrian explains, "The moves we thought long and hard about. Giving Lara lots of moves is not difficult. The moves in Tomb Raider have always been key to the way the game plays. We have more moves in this version than ever before. There's probably about eight new moves. She's now got a sprint which is a time-based move, so we can have time-based puzzles. For example, you may see a guy on patrol, and if he spots you with his line-of-sight, he will run and hit a switch that will close off a part of that map. You'll need to sprint over and kill him before he gets there. We've got a crawl move where she'll get on her hands and knees and crawl forward which means we can chop the map up more realistically instead of just having things at Lara's height. Going into a



crawl can be a very intense move to do because you can't use your guns when you're in a crawl. So in some instances you'll need to clear the area first. We have a monkey-swing move that allows us to make the map less linear by allowing her to get into spots where she can drop and jump in. It allows for lots of possibilities."

As do the weapons. You'll find that two of the game's new weapons, the rocket launcher and the grenade launcher, will play key parts in Lara's new adventure. "We've linked that move (the crawl) to a new weapon, the grenade launcher," explains Smith. "In many instances you might be able to bounce a grenade down a hole and clear out an area so she can then crawl through it. We also have a rocket launcher which can be used to blow up things to get objects for bonuses. We're looking at using that for maybe maps that have areas with things blocking them off that you can blow up.You'll have to be careful with [the launcher] though because you'll have a limit of rockets. You might get to a key part without rockets and you won't be able to beat the bloody level!"

Speaking of bloody levels, the Core Design team have spent countless hours brainstorming new ways to improve level design. Adrian explains, "One of the main changes is that the game isn't so linear anymore. This time, to give more longevity to the game, we've given multiple routes to the levels themselves. So you come to a point where there will be three door routes to get to the same point. It's fair to say that if you've finished Tomb Raider III, you may have only covered 80 percent of the map. This is going to be a big thing because we are going to reward people for playing and sometimes going back. We're trying to find a good reward system at the moment. It might be that a small part of the map opens up and you wouldn't normally get it unless you went through all of the routes." Furthermore, players will be given a choice of levels for the first time ever. "You'll have to play three levels before you come to a choice. Which route the player chooses to take will affect the other two. This is because on one the player might pick up a particular weapon that will be more useful on another level. So if he didn't do that one first (with the weapon), the others might be a little bit harder without it." Furthermore, once you choose a level you can't get back, raising the stakes of your choice. Only after you finish the level that you picked may you go back and choose another at the same location. Once all three levels are completed at

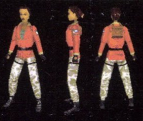
MOVIE PAINS

With a motion picture looming, we wondered if there was any pressure to make the game bow to Paramount's newest leading lady. "This time we didn't think of the movie very much, honestly," Adrian says bluntly. "We started Tomb Raider III very strangely. We picked the locations we wanted to go to and then we tried to tie a story to it."

But, there are some concessions, Adrian admits. "We're very self-conscious and it's very difficult because there's a lot we can do, but we need to keep it in-character. We could take Lara into a direction entirely different and we're sure it would be successful, but we can't put another character into Tomb Raider. We were thinking about giving Lara a sister or a brother, but we couldn't do anything like that because they might not be in the movie. So it is difficult—it made us think a little bit more about the character... giving Lara new outfits...we thought about giving Lara hand-to-hand combat. We had her killing enemies with knives...and she just wasn't about that. When you actually sit down and think about it," Adrian reasons, "we've got a very strong character and we've got to try to keep her personality in the game according to what we think she would do."

Adrian Smith is the operations director at Core Design and has been with the company for three years.

FASHIONABLE ADVENTURER



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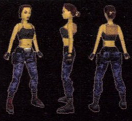
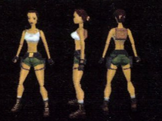


AREA-51

This sleek outfit makes infiltrating buildings look easy.



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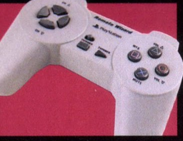

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a location, Lara moves onto the next location. There are five locations in all (India, South Pacific, London, Area 51, Antarctica), making for a pretty darned big game—15 levels, to be exact.

Each location will have its own look, but some of them definitely have more character. "I think London and Area 51 are the biggest departures" notes Adrian. "London is a great location. It's a little bit dark and mysterious. You have to sneak around and go into pieces of the level and keep going back down to the central hub. London is a lot like the museum (previous Tomb Raider level). You'll eventually end up in the London Underground and the sewer network. It's really great—you start on the rooftop, and if you look out, you get a view of London and the bridge." There's even a level that has shades of Metal Gear Solid. "Area 51 is a level based around skill to avoid patrols...to avoid people. It's a stealth-based, sneak-around level. Area 51 [starts in] the openness of the Nevada desert and once she gets into the compound it becomes night. Definitely lots of interesting things to see in there."

It's a bigger, less-linear game with some interesting locales, but is it a more entertaining game? For starters, many new vehicles have been added to aid Lara in her adventures. "We were never sure how big the vehicles would go down in Tomb Raider II. We were really delighted with the feedback, and added more such as a Quad Bike, a Snowmobile and other motor vehicles. There are vehicles that will be key for Lara to complete a level. A good example of this—we've got a canoe! We've based a whole level around her white-water rafting. You control Lara paddling and must battle currents—it brings a whole new perspective to the game." Adrian sums up his explanation of vehicles by stating, "Putting in vehicles is not difficult, it's finding vehicles that are good for the levels that is."

Perhaps not very difficult because vehicles don't have to think. But enemies do, and Core put a lot of effort into making the enemies in Lara's world smarter (including having a doctor in artificial intelligence concentrate on accomplishing this). "We were conscious about having players going back to areas that they've already been—and those areas seemed a little bit sparse. So we had to change the enemies, like the artificial intelligence. So the AI has changed dramatically. Animals will behave like proper animals. For example, six lions attacking or six tigers...you shoot and kill one of them and the others will get scared, disappear into the map and will come back later. A monkey may be sitting around looking quizzical, and if you make a certain move they might attack you. Animals will set up an ambush. You'll start to shoot say...a raptor. It will turn around and get you to follow it to a place where there are two or three raptors waiting."

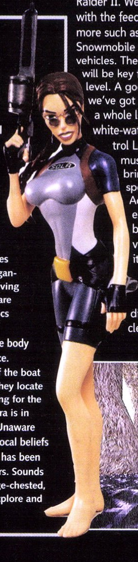
So it seems that Tomb Raider will play better, and the good news is that it looks better too, thanks to a highly evolved engine geared toward utilizing the PlayStation's strengths. Adrian elaborates. "We've gone to hi-res on the PlayStation so it looks dramatically different. It's not as difficult as you think. It makes a huge difference—it just looks like a different game. The clarity you can see in the textures is amazing. We changed some of our algorithms to pull the colors out, so visually it looks a lot brighter. The whole colored lighting system is different. We've got red lights glowing off the torch and fire. Colored lighting illuminating levels, new transparencies..." The difference is very noticeable in high-tech areas such as Area 51, but in other places, particularly outdoors, the effects are more subtle and atmospheric. The game now produces

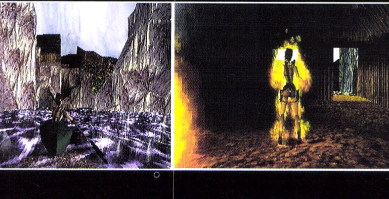
> "Animals will behave like proper animals."

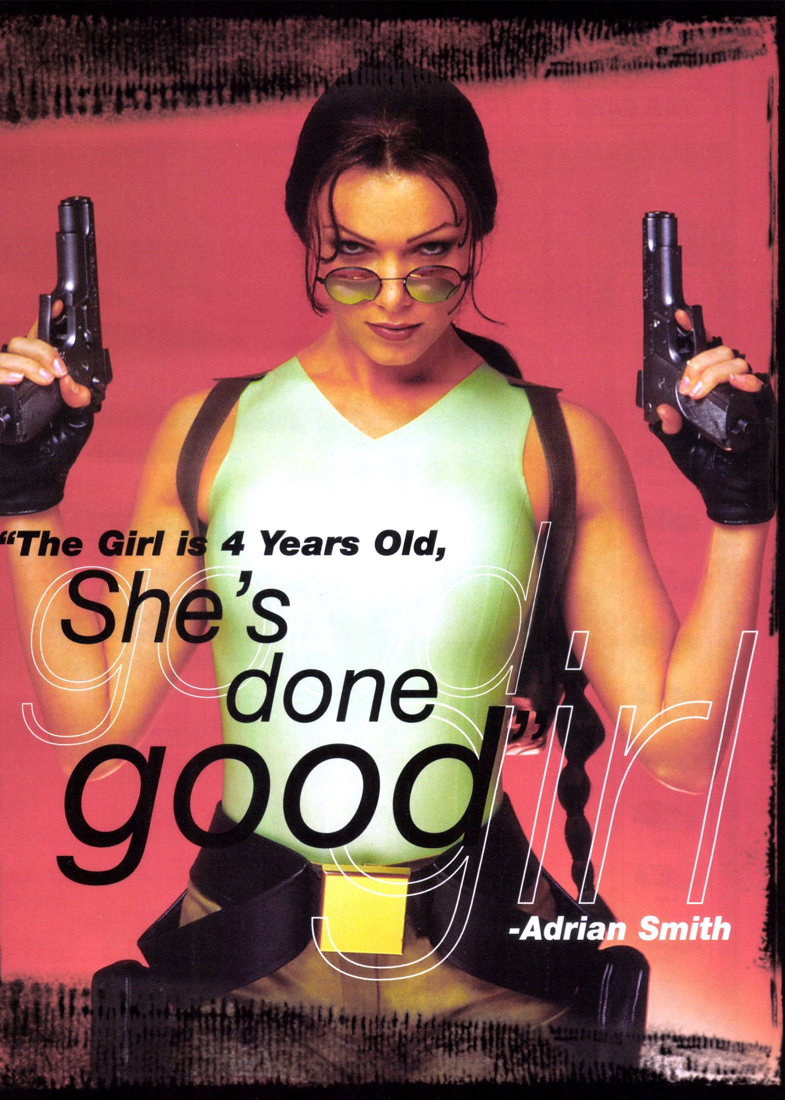
THE STORY

On a voyage of exploration in centuries past, British sailors discovered a meteor buried deep in the Earth. Unwittingly, they looted four artifacts placed with the meteor. One of these sailors kept a journal as they headed back to England. He was the only one to make it home alive. In present-day Antarctica a research company begins to excavate something buried deep in the ice. Readings taken from the rock indicate traces of a previously unknown material. The material appears to have the potential to multiply and alter hock genes—the genes which determine the make-up of living organisms. These alterations are capable of evolving a greater diversity of life. Within the rock are the next most important findings in genetics and evolution since Darwin.

On their dig, the researchers discover the body of a European, perfectly preserved in the ice. Scratched on his tombstone is the name of the boat he sailed on. Following this information, they locate a shipmate's journal and set about searching for the artifacts lost by the sailors. Meanwhile, Lara is in India searching for one of these artifacts. Unaware of its true history, she only knows that in local beliefs it was supposed to hold great powers and has been revered by tribes there throughout the years. Sounds like a reason as good as any to have a large-chested, double-barrel gun-toting young woman explore and kill a lot of things.



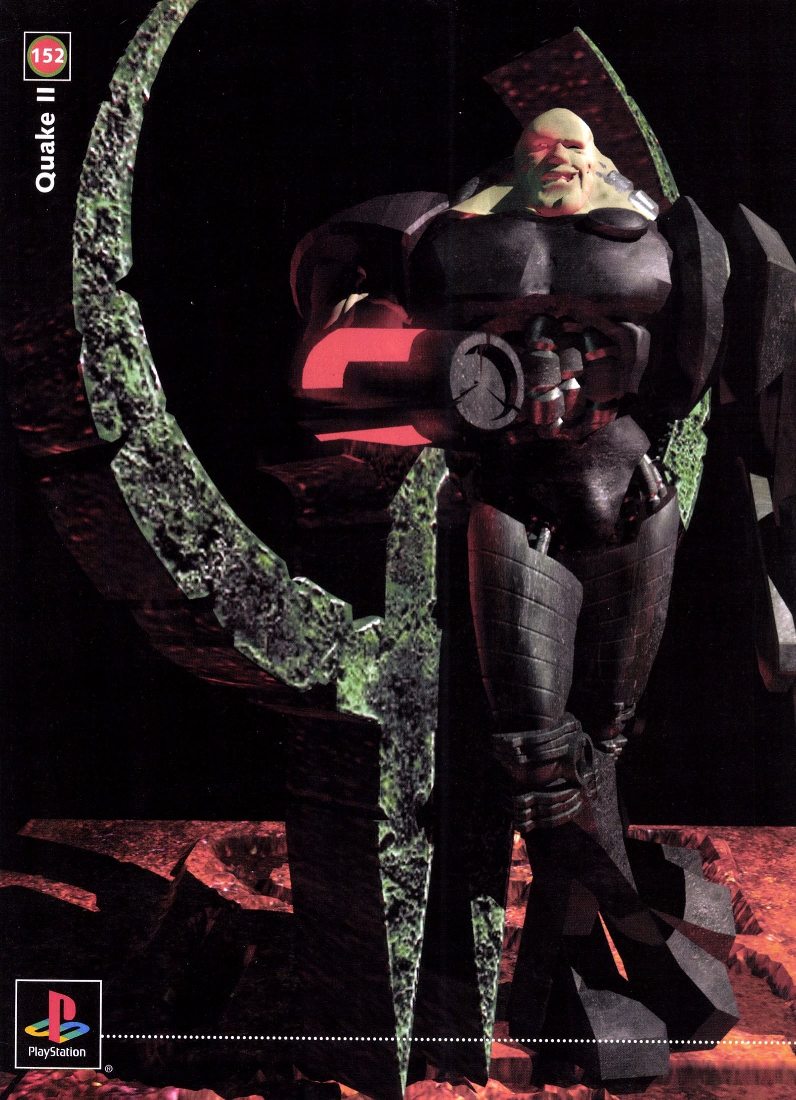




“The Girl is 4 Years Old, She’s done good”

-Adrian Smith

Quake II



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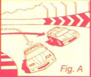


Fig. A

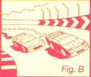
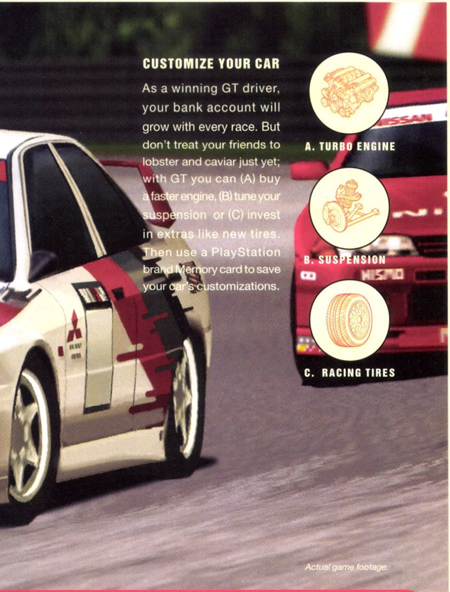


Fig. B



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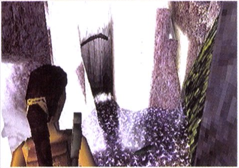


landscape through a system of triangles (as opposed to blocks, originally designed for PCs), allowing for more meticulously constructed level architecture.

With all of these improvements, there are some things that Adrian admits that they might not have time to put in. "There's a big wish list. Something that would be—that not many people know about—is a 'soft-skin' Lara. It's a question of whether it will make it into this game or not. We have it running in the office, on one outfit, but it's a very time-consuming thing." In the end, Adrian sums things up nicely, "Tomb Raider is Tomb Raider. A game based around a character in a tomb. In essence, you should keep it in a tomb—and maybe we should. But people want variety. Besides, there's only so many ways you can do rock textures."

A playable demo of Tomb Raider 3 will be in the December issue of *OPM.*

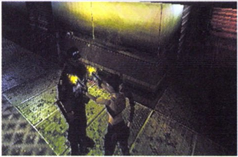
EVOLUTION OF **TOMB RAIDER**

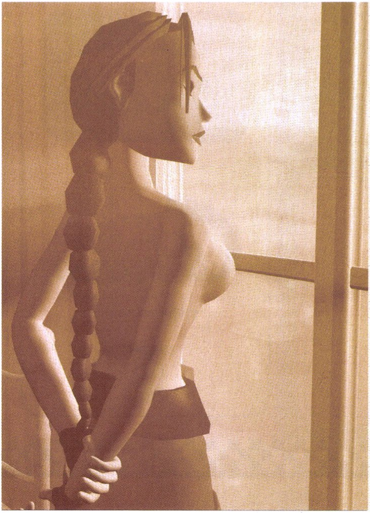
IMPROVEMENTS FROM TOMB RAIDER I TO TOMB RAIDER II

- Dynamic lighting
- Outdoor environments
- Lara model updated
- Vehicles
- Weapons
- Enemy AI
- New moves
- New outfits

IMPROVEMENTS FROM TOMB RAIDER II TO TOMB RAIDER III

- Engine rewritten
- Inclusion of new landscape system (triangles for smoother surfaces)
- New reflection systems
- New particle system for effects (fog, snow, wind, rain), fire, guns,
- Breath, smoke, etc.
- Updated Lara model
- New weapons
- New vehicles
- New moves
- New texture palettes (from 24-Bit textures)
- High resolution graphics
- Environmental effects (birds flying, fish swimming around)
- New outfits
- Improved enemy artificial intelligence
- Semi-transparencies on any surface (light beams)





LARA LOOKS AHEAD

With Tomb Raider III nearing completion and PlayStation 2 looming, many gamers are already wondering about whether a fourth game will make it onto the PlayStation. A weary Adrian explained "It's difficult. We've been doing a game every 12 months and people say it's too soon. Tomb Raider 3 nearly killed us. We've been with Lara and the PlayStation technology for four years, and in those four years we've kept pushing it and changing it. But, in essence, the engine is four years old, and you can't get away from that. New technology is fairly important to us and we've started working on it. [Core Design is rumored to have early PlayStation 2 development stations]. Who knows how soon that will be. It could be Tomb Raider 4, 5, 6, 7...we're working very hard on that. It will open up fantastic new challenges and that's a wonderful thing."

When asked about the tremendous opportunity of putting out another game simultaneously with the movie launch late next year Adrian tells us, "It makes a whole lot of sense to do a Tomb Raider game that sort of ties into the movie. We're thinking about it. We will only do it if we know that we can bring something different to the table. The movie is a big deal. It's more of a marketing-type thing—it isn't a financial thing for Eidos. We're heavily involved in that, and it might be that a new technology or a new Lara is the way forward. The girl's four years old. She's done good." And we expect that her success will be continued whichever path Core leads her on.

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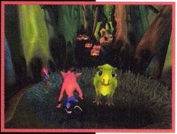
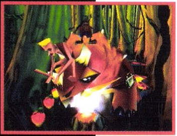
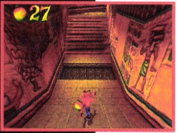
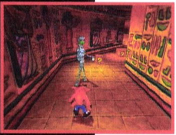
Crash across TIME

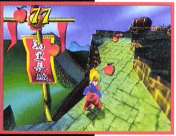
How do you improve on one of the best-selling PlayStation games ever? That's the question that Naughty Dog and Universal Interactive have found themselves faced with—twice—regarding Crash Bandicoot. The first time, their response was Crash Bandicoot 2: Cortex Strikes Back, a game that addressed nearly every complaint surrounding the original. This went a long way toward bringing the game's critics around to the opinion of the game-buying public, who by that time had embraced the original Crash to the tune of well over 1 million units worldwide.

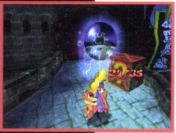












Where do we go from here?

It took roughly a month less for Crash 2 to reach the 1 million mark, and by that time the original had chalked up another few million sales or so. Clearly the public was clamoring for a third game. But Naughty Dog and Universal weren't satisfied with the idea of just creating new levels; and considering that they had in Crash 2 already addressed every possible flaw in the original engine, simply answering critics' complaints wasn't going to cut it this time. How could they create a game that felt truly new?

For this development team, the answer meant including in Crash Bandicoot: WARPED some gameplay elements never attempted in either of the previous games. And what's taking shape is a game that is in a sense four different games in one.

First and foremost, you have the familiar Crash engine. Changes in this area are comparatively few; Naughty Dog has pledged from the beginning to maintain the "straightforward, challenge-based" gameplay of the original. That is to say, you won't find Crash suddenly thrown into a free-roaming 3D adventure world in the vein of Tomb Raider or Mario 64. Most of Crash 3 alternates between forward- and side-scrolling portions, with the requisite "chase levels" included as well. This time around, however, the levels are far more likely to include two (or even all three) of these formats in one. For example, one prehistoric level begins with the default forward-scrolling area, which leads into a more traditional side-scrolling platform area, which is in turn followed by an into-the-camera chase scene involving one (very angry) big-ass Triceratops.

On a related note, the time-travel theme also allows for levels which are more varied in setting and graphical style than in previous Crashes. You'll visit Medieval times, ancient China, Egyptian tombs and even '50s Americana, with each world possessing a very distinct style in terms of both graphics and enemies. (See our semichronological pseudo-timeline on the outside of these pages for a sampling of the different environments.)

These "standard" Crash levels would be a satisfactory update to the series in themselves, but they're really just the beginning. Take, for example, a level like "Road Crash," which puts our hero on a classic, chrome-laden motorcycle as he races Neo Cortex's minions through deserted roads of the American Southwest (accompanied, incidentally, by a substantial Dual Shock rumble that makes the Road Hog experience most convincing). The only way to complete this level is to take first place, which means you'll need to do some seriously aggressive driving. This particular level can be thought of as more of an unusual take on the "riding" areas of the previous games (i.e., the boar in Crash and the polar bear in Crash 2) than a completely new area, so we'll lump this one in with the rest of the familiar levels.

Now it gets interesting

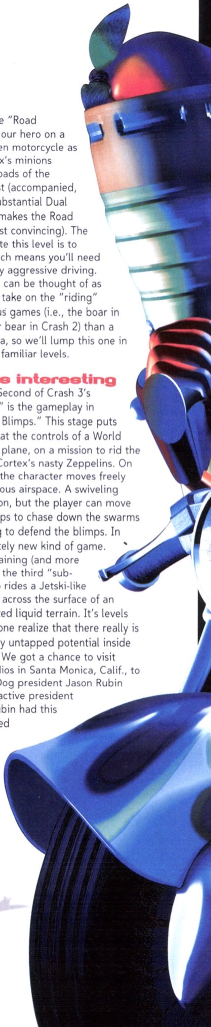
Moving onward: Second of Crash 3's "four games in one" is the gameplay in levels like "Bye Bye Blimps." This stage puts Crash's sister Coco at the controls of a World War I-era propeller plane, on a mission to rid the unfriendly skies of Cortex's nasty Zeppelins. On levels like this one, the character moves freely throughout a generous airspace. A swiveling arrow offers direction, but the player can move about at will, perhaps to chase down the swarms of evil barons trying to defend the blimps. In short, it's a completely new kind of game.

Even more entertaining (and more visually stunning) is the third "sub-game," where Coco rides a Jetski-like personal watercraft across the surface of an impressively animated liquid terrain. It's levels like this that make one realize that there really is a whole lot of mostly untapped potential inside that little grey box. We got a chance to visit Naughty Dog's studios in Santa Monica, Calif., to talk with Naughty Dog president Jason Rubin and Universal Interactive president Mark Cerny, and Rubin had this to say about so-called technological limits: "When the PlayStation first came out

Cont. on page 150

Once upon a time...

A bandicoot crawled from the primordial ooze to create life as we know it on the earth. Then some other stuff happened, and soon he found himself raiding the tombs of the great Egyptian kings. Meanwhile, in another realm of time and space his sister Coco got friendly with a tiger cub in ancient China.



Welcome to the new Hollywood

The game industry: A whole new ball game

Barely five years ago, Naughty Dog's Jason Rubin was working with sole partner Andy Gavin on a modest 3DO fighting game called Way of the Warrior. Little did he know that he would go on to create one of the best-selling and most widely recognized console games ever in Crash Bandicoot. Few are better suited than Rubin to comment on the changing role of video games in the entertainment world as a whole, and on how the gaming industry has become—at least in some respects—even more lucrative than Hollywood itself.

You've said that Way of the Warrior had a budget of around $80,000—
That's right, about $80,000, which these days is about enough to pay an artist!

How has your budget changed since you've hooked up with Sony, and as Crash has become more popular?
Well, we don't need to get into the specific numbers, but basically we run a really tight ship at Naughty Dog. We don't have a lot of extra marketing people...we don't even have a receptionist. The budget on Way of the Warrior was for two people, Andy [Gavin, still with Naughty Dog] and I. And on top of that, we didn't pay ourselves salary; we actually waited until we had made money on the game to pay ourselves. The expenses have gone up extremely significantly compared to that number; that was in the tens of thousands, and now we're into the millions. But everybody's into the millions. It just works like that.

Still, between Crash 1, Crash 2 and Crash 3, the budget hasn't moved up, really. If you look at it, you roughly get the same amount per person working on the project, so the budget hasn't risen beyond the fact that we got more people. Andy and I still wait until the game's made money to make our bit, but everybody else needs to pay their rent and feed themselves.

Now, obviously, Sony gives us the ability to do a lot more, but at the same time we don't have expensive full-motion video sequences that we've outsourced to studios that waste a lot of time and have to pay a lot of people. We just don't do that stuff, and that's really where your budget goes through the roof.

Now, I know a million dollars sounds like a lot. But let's say the budget was $2 million, and it's a year-long project. So you're spending somewhere around $170,000 a month. Then figure out how many people you have, take out music and voice acting, take out taxes and stuff like that, and you've got a pretty lean budget.

And then you figure that a Hollywood movie can easily spend $100 million and gross $400 million. So they're bringing in four to one. The original Crash Bandicoot sold over 3 million units worldwide. If each grosses an average of $30, that's $90 million. So we're grossing a quarter of what they're making on a $100 million movie, and yet we're only spending around a 50th of what they spend. To a certain extent, it's a much better business model—when you succeed. And that's what's kept the game industry going lately, the fact that there are these huge hits now, and these huge hits bring in tons, and they just don't cost that much yet. I'm sure someday we'll have all the specialized duties they have in the movie industry, and [the costs] will go haywire. But for right now, we're still a very lean engine when it comes to games.

Both Crash sequels have come pretty hot on the heels of the game before. Do you guys ever take a vacation?
So far, between the beginning of Crash 1 and the end of Crash 3—taking out trade shows—we've had a total of a month off. So that's four years with one month off. But we're doing what we want to do. Everyone who works at Naughty Dog is doing it because they like making games.

I just came back from ECTS with a handful of magazines from the U.K., Spain and Germany, and there are a lot of Crash covers out there. To see your game on a magazine cover, that kind of feeling...that's why we're doing this.

Kill Your Boss!

A crash course in time-jumping survival training

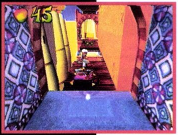
Tiny
As the first Boss Crash will encounter, Tiny isn't too much of a challenge. He'll send a small herd of lions after you, but stick to the bottom of the screen and they're easy to avoid. Wallop him when he's trying to skewer you on his trident.

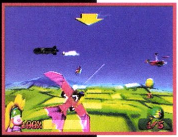
Dingodile
Nope, they're not all as easy as Tiny. Dingodile is a cross between, well, an Australian dingo and a crocodile, with the meanest attributes of both. Fortunately, he's not too bright, and will destroy the shield around himself when he attacks.

N. Tropy
This nasty fella will send bolts, balls and beams of energy in your direction, all the while slowly eliminating the area you have to avoid his attacks. He'll tire eventually, however, so rush over to his little platform and nail him with the spin attack.

N. Gin
Once Neo Cortex's second-in-command, N. Gin has a score to settle (not to mention a big ol' rocket protruding from his immense cranium). It's abundantly clear from the challenge level at this point that the final battle can't be too far off.

Neo Cortex
This is it, Crash, your chance to face Cortex for the third—and possibly final—time. No, we're not going to give out the juicy details of this final encounter; you'll have to go it on your own. But with all your new abilities it shouldn't be too hard...



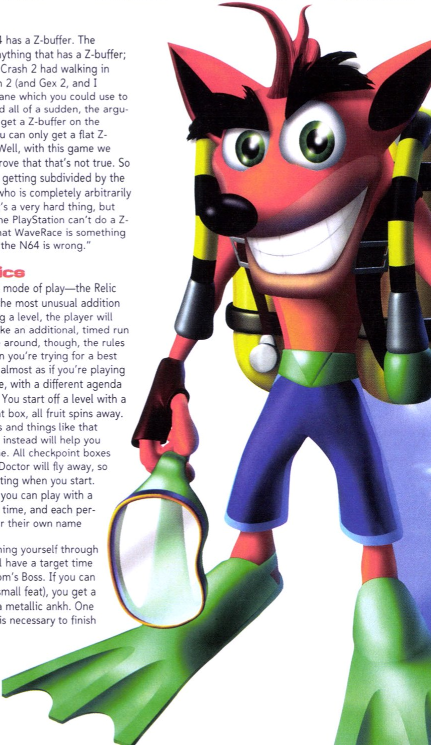


everyone said, 'Oh, the N64 has a Z-buffer. The PlayStation will never do anything that has a Z-buffer; you'll never walk in water.' Crash 2 had walking in water. The thing was, Crash 2 (and Gex 2, and I believe Blasto) had a flat plane which you could use to subdivide the polygons. And all of a sudden, the argument wasn't 'Oh, you can't get a Z-buffer on the PlayStation,' it was, 'Oh, you can only get a flat Z-buffer on the PlayStation.' Well, with this game we decided to go ahead and prove that that's not true. So you'll have a ramp which is getting subdivided by the water, and you have Coco who is completely arbitrarily subdivided by the waves. It's a very hard thing, but the point is, the idea that the PlayStation can't do a Z-buffer is wrong. The idea that WaveRace is something that could only be done on the N64 is wrong."

Racing for Relics

Now, the fourth and final mode of play—the Relic system—may very well be the most unusual addition to Crash 3. After completing a level, the player will have the opportunity to make an additional, timed run through the level. This time around, though, the rules are slightly different. "When you're trying for a best time," Rubin explains, "it's almost as if you're playing a completely different game, with a different agenda and a different set of rules. You start off a level with a Clock Box. Once you hit that box, all fruit spins away. All boxes that give you lives and things like that cease to give you lives, and instead will help you by deducting from your time. All checkpoint boxes disappear, and your Witch Doctor will fly away, so everyone is on an equal footing when you start. And we've set it up so that you can play with a roomful of people, one at a time, and each person will still be able to enter their own name with their own score."

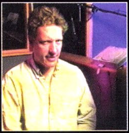
So what's the point of timing yourself through a level? Well, each level will have a target time attributed to that Warp Room's Boss. If you can beat that time (in itself no small feat), you get a silver Relic, designated by a metallic ankh. One silver Relic from each level is necessary to finish



Once upon a time...

Soon, the omnitemporal marsupial was seen swinging his way through the markets of Cairo. But feudalism happened, and medieval Europe cried out for his help to free them from the Dark Ages. Meanwhile, in another realm of time and space his sister Coco got friendly with some nice biplane barons.

Q: Are we not men? A: We are Crash!


Clancy Brown

Mark Mothersbaugh

Returning as the voice of Dr. Neo Cortex is Clancy Brown, an accomplished character and voice actor seen in the films *Starship Troopers*, *Highlander* and *The Shawshank Redemption* and on TV's *ER* and *Earth 2*—not to mention Universal Interactive's most recent venture, Spyro the Dragon. When asked what prompted his sinister portrayal of Cortex, Brown replied, "He comes from all of the bad guys I've ever seen on TV, all of the bad guys I've ever seen in movies...all the mad scientists, like Dr. Smith from *Lost in Space*—all those 'evil geniuses.'" He concluded with a sinister laugh; perhaps he's spending a bit too much time in character.

Also returning to the Crash scene is Mark Mothersbaugh of music studio Mutato Muzika. Perhaps better known as the lead singer of electropop pioneers Devo, Mothersbaugh is understandably frustrated with the mediocre quality of most game soundtracks. "It seems like with interactive media people tend to think of the music as an afterthought. They tend to really be obsessed with the technological, number-crunching end of it. [But Naughty Dog and Universal] were really concerned with having the music an integral part of the game."

The casual observer might think that moving from almost avant-garde Top Spud to composer-for-hire would be a difficult adjustment to make. Mothersbaugh disagrees: "Actually, Mutato is kind of a continuation of Devo in a way. Devo was very influenced by pop artists. I always respected people like Andy Warhol, who worked in film, in fashion, in music, in art...I really loved the idea that he was able to work with concepts and ideas, and the medium would follow that." Is this true to the message of de-evolution?

You be the judge.

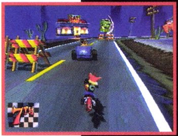
the game with 100 percent completed. Shave the time down even further than that and you'll get a gold Relic. "And if you do it very close to what we believe is the best time possible," says Rubin, "you get a platinum Relic."

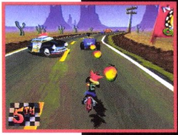
So how does Naughty Dog make a judgement on the best time possible? "Basically, we'll take the best Sony tester, the best video game journalist and the best Naughty Dog player; we'll put 'em all together to find the meanest time anyone's got on a level (making sure they can actually do it) and then that will be the time you'll have to beat to get a platinum. That is going to be the true test of manhood (or womanhood). It's not going to count toward your percentage; you'll get 100 percent as long as you get all the silver Relics. And gold Relics just show you're better than your friends. But the platinum Relics show that you could be possibly the best in the world. And you know what? I guarantee, with the way people play our games, that each and every level's platinum time will be beat. Somebody will figure something out. Because once they know it can be done, they can dedicate more time to it than I have to make the next game!"

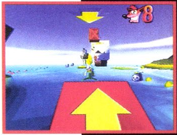
So what's next?

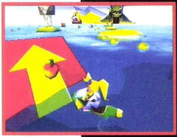
This leads us to an interesting question: Will there even *be* a "next game?" Both Naughty Dog and SCEA have declined to make an official comment, but hints and rumors have been flying. Rubin has been documented as saying that Crash Bandicoot: WARPED will be his last Crash game, but when asked he would only state that Naughty Dog's next game will not be a "mascot-based platformer." Of course, that leaves plenty of other options open, including other nonplatform games featuring Crash. And with regard to further projects, Naughty Dog has declined to comment. However, it was clear that something was brewing at the studios, and staff members were overheard commenting on a game for a system that "hasn't been officially announced yet."

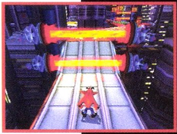
Regardless of what awaits Crash further down the road, it's clear that his immediate future will be a bright one. With such an overwhelming collection of diverse new game elements, it's clear that WARPED has appeared at just the right time.

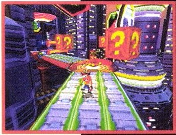












Once upon a time...
Not too long after that, our fearless bandicoot decided to make some new friends on the road. Meanwhile, in another realm of time and space his sister Coco got friendly with some gnarly waves. Soon, our hero found himself far in the future, where he saved the world and lived happily ever after. Or something like that.

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Bust out some new teams and stadiums in Madden NFL 99 with a special code, plus an expanded collection of backlogged tricks make up our Trick Archive this month.

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g.e.a.r.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID
PREMIUM PACKAGE

There's lots of fun toys from Tiger this month, a few anime videos and a copy of the shiny new limited-edition package of a little game called Metal Gear Solid.

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Some of the best PlayStation games are on this month's demo disc. G Darius, Dragon Seeds, WarGames: Defcon 1 and Colony Wars: Vengeance are all playable.

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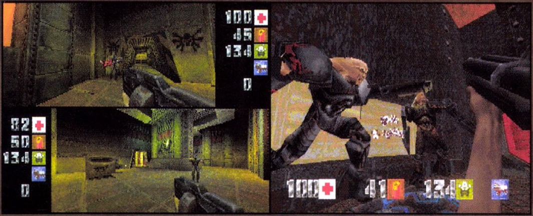


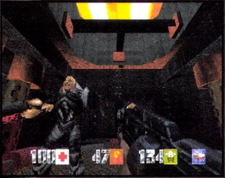
Two-player split-screen deathmatch is already up and running, moving along at a smooth 30 frames-per-second. Multitap support for four players is promised for the final version of Quake II when it finally hits stores.

QUAKE II

The Monster Hit for the PC is Loose, and it's Headed for Your Living Room. Brace Yourself.

"Interesting."

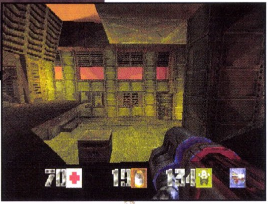
Probably not the response you most want to hear when you show someone an early version of your game. But when that someone is the always understated John Carmack, co-owner and lead programmer at id Software, and the game you are showing him is Quake II for the PlayStation, a game most people believed wouldn't even be possible—"interesting" is more flattering than you could have ever hoped for.



As the most respected and famous computer game programmer on the planet, Mr. Carmack and his team of experts at id have made a science out of creating state-of-the-art, blockbuster games, so they don't impress easy. Wolfenstein 3D, Doom, Doom II, Quake—with each new game id continues to redefine and rule over the first-person shooting genre it first exploded on to the market years ago. And now their latest best-selling hit for the PC is coming to the PlayStation: Quake II.

OPM was recently given an exclusive hands-on preview of an early version of Quake II at the Activision offices in Los Angeles, and what we saw was "interesting" indeed. The demo consisted of the entire first level of the game, looking fantastic at 512x240—but even better, running at a smooth 30 fps throughout. Included were six weapons, animating enemies and, surprisingly, multiplayer support even at this stage of development. Playable two-player split screen was up and running, looking every bit as smooth as the single-player game, with a Four-player Mode at the same speed promised in the final version. Although we were constantly told how much the game would

By Mark MacDonald

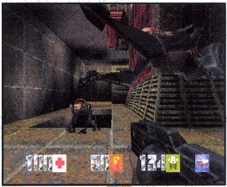


improve before the final version, it was already easy to be excited.

QUAKE II? ON THE PLAYSTATION?!? NO WAY!

Unless you've been living under a rock the last three years, you've—no, wait—*even if* you've been living under a rock the past three years...deep in a cave...in the heart of the Brazilian rain forest, you've *still* heard of Quake and Quake II. The two games are *the* names in first-person shooting, the standard that all other games are measured by.

Both runaway hits on the PC, Quake and Quake II formed a devoted following worldwide, even outside of the "normal" gaming territories and into places like Africa and South America. So it's only natural that such a huge hit on the PC would make the transition to the PlayStation, the most popular home system worldwide, right?



By land and by air, all the nasty Strogg beasties you love to hate are here and they are out for blood.

Wrong. In fact, the chances of Quake II coming out for Sony's machine looked downright slim. Many people laughed at the idea. After all, Quake II required a high-end $2,000+ PC for a good frame-rate, how in the world could the 3-year-old PlayStation possibly do it justice?

Before they saw the first demo of the engine that will now become Quake II for the PlayStation, id Software themselves believed it would be "extremely difficult" to pull off. A PlayStation version of the less-intensive first Quake game never made it to market because id couldn't find a developer who could create a playable demo that met their high standards, so Quake II seemed unlikely at best. "We didn't think it could be done either," adds Marty Stratton, producer for Quake II at Activision. "We had the rights to it in the contract (with id), but no one assumed we would actually end up with something on the PlayStation."

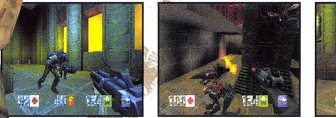
Interestingly enough, about the only people who believed it could be done were the developers who went out and did it—English code shop Hammerhead.

"We never doubted it could be done," says Chris Stanforth, Managing Director at Hammerhead. "The PlayStation is a surprisingly powerful piece of hardware given its age, far more so than its technical specs would lead you to believe. Problems arise when developers don't bear in mind its particular strengths and weaknesses, especially converting from the PC, which has vastly superior processor and memory resources."

THE LITTLE ENGINE THAT COULD

So how is Hammerhead avoiding these problems? First of all, using what they know from their experience making games. Hammerhead was originally known as Tales2, a breakaway group from respected U.K.-based outfit Travelers Tales, who have worked on games like Dracula, Mickey Mania and Toy Story since back in the days of the 16-Bit consoles. Especially crucial, of course, is experience with the PlayStation hardware in particular. "We learned a great deal during the Shadow Master (a 3D shooter released earlier this year by Psygnosis) project, although much of that knowledge was gained too late or was inappropriate for use at that time. For Quake II we started again from scratch with a redesigned 3D engine taking full advantage of what we'd learned over the last year."

Any programmer can tell you that to really get the most out of any machine you need imagination and creativity, to "trick" the system into doing more than it's supposed to, or at least fool the



The color and mobile lighting that made everyone ooh and ahh on the PC is back on the PlayStation.

TOP 10 EXCUSES FOR DYING IN QUAKE

No one seems to have any trouble thinking up his/her own, but here's a few to get you started:

10 That rocket didn't even hit me!
9 I hate this level/this level sucks.
8 I had more health than that!
7 I was trying a new strategy.
6 You're such a quad whore.
5 That wall looked like a person.
4 You are so lucky.
3 This controller is messed up/broken/a piece of crap.
2 I'm used to my controller.
1 I thought I smelled Bar-B-Q you damn camper!

player into thinking it is. And when you see Quake II running at such a nice resolution at a constant 30 fps on a PlayStation, you know someone's working some serious mojo under the hood. Chris explains, "Most PlayStation games use visual tricks in order to depict a free-roaming 3D world at a reasonable frame-rate. Techniques like fogging or strategically placing walls are used to keep the draw-distance and memory requirements down. But keeping Quake II faithful meant that we couldn't resort to these tactics and in the process (that) posed quite a few problems. We use a few clever tricks to optimize object clipping, machine-code cores for the most frequently used drawing and math functions, but primarily it's the way the engine works as a whole that provides the speed."

One of the most impressive features of the PC game that Hammerhead has already pulled off on the PlayStation is a beautiful mobile light-sourcing effect. That is where, whenever you fire a rocket or laser in the game, it lights up the objects near it as it passes. The effect is breathtaking, especially down dark hallways where both walls and the ceiling catch the light as it shoots by. "The way they're doing their polygon subdivision is one of the big design secrets," Marty told us back at Activision, "that's what allows the very fine detail on the light-sourcing when you shoot. And of course they're going to be adding other types of effects that will really make (the game) shine on the PlayStation; some really good transparency stuff, maybe some lens flares, muzzle flashes, stuff like that."

PC VS. PS

While getting Quake II as close as possible to the look and feel of the PC version is the highest priority for everyone involved, it would be naive to believe everything from the computer version could be brought straight over to the PlayStation. Some levels may have to be smaller or split into two loads to fit into the RAM on

Choose Your Weapon

Not all of these weapons are guaranteed to make it into the PlayStation version of Quake II, but we thought we'd give you a rundown:

BLASTER also known as: pea-shooter; the water-gun; dead-man's flare gun
The weapon everyone starts with in Quake II, and about as effective as a riding mower at the Indy 500. Be careful when you use it; people listen for its distinctive sound to locate easy kills—of course you could use that to your advantage...

SHOTGUN also known as: boomstick
Not very powerful, but enough to be annoying in the hands of experienced opponents. Equip it while you search for something with a little more punch.

SUPER SHOTGUN
At close range, weapons don't get much better than this. A large shot spread and satisfying (or terrifying, depending which end of it you are on) boom, the SSG lets them know you mean business.

MACHINE GUN
The chain gun's little brother; not bad in a pinch, but nothing you want to settle down and have kids with.

CHAIN GUN also known as: Gatling Gun; Merry-go-round
Now we're talkin'. Once this baby gets cookin', it usually doesn't stop until you run out of ammo or someone is dead—often both.

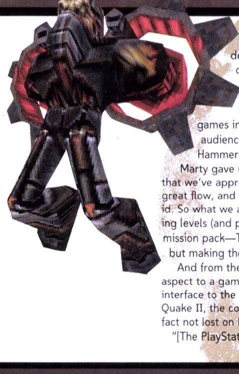
HYPER BLASTER
With its quick rate of fire and colorful shots, the Hyper Blaster is fun for the whole family. Great in a fight and just fun to look at.

ROCKET LAUNCHER
The weapon of choice in Quake returns a little less powerful than before, but still effective. Aim carefully or its slow rate of fire could get you into trouble.

RAIL GUN
Extremely powerful but requiring pin-point accuracy. In the hands of an expert, one of the best weapons in the game and definitely the coolest-looking. The rail gun just has style.

GRENADE; GRENADE LAUNCHER
also known as: pineapples
An excellent defensive weapon; help any player reconsider trailing you with a nice little patch of these.

BFG5000 also known as: Big F***ing Gun; Satan's Portable Party
Be the envy of your friends and neighbors with the mother of all weapons, the BFG5000. The BFG5K takes a while to launch, but when it does—oh my. Equally great for taking out a room full of anonymous enemies or just for that special someone. Why settle for anything less?



the PlayStation. Enemies, all with multiple death animations in the PC game, may lose one or two for the same reasons. But there are some differences that don't involve any hardware limitation, but rather fundamental differences between console and PC games in general—the screen, the controls, the audience playing it. How would Activision and Hammerhead deal with these changes?

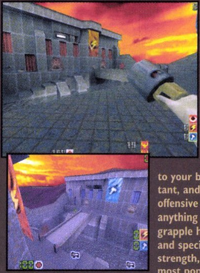
Marty gave us the philosophy for the project. "The way that we've approached this is—Quake II has a great feel, a great flow, and that's really based on the design talents of id. So what we are doing with Quake II is taking the existing levels (and possibly some levels from the first Quake II mission pack—The Reckoning) and keeping a similar flow but making them very playable on the PlayStation."

And from the player's standpoint, the most important aspect to a game's playability are the controls. As your interface to the fast action and split-second timing world of Quake II, the controls are even more important here—a fact not lost on Mr. Stratton.

"[The PlayStation controller] is a very different controller

REACH OUT AND FRAG SOMEONE

To go along with its multiplayer support, there's a good chance Quake II for the PlayStation might include versions of a few popular multiplayer games developed for the PC version. Here are two of the leading candidates:

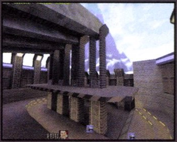


Give those voices in your head what they've been asking for all these years.

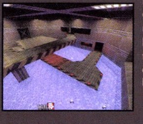
CAPTURE THE FLAG: Remember playing capture the flag as a kid? Sure it was fun, but didn't you always want to pick up a machine gun and kill everyone else? Of course you did, and now you can!

It works just like you remember: Each team, red or blue, has a flag that the opposing team can grab and carry back to its own flag to score points. You can also get points for killing someone holding your flag or for returning it to your base. Teamwork and communication are important, and many teams have set positions, plays and offensive and defensive formations worked out that rival anything you see on Sunday afternoon. With an added grapple hook that makes getting around quick and easy and special power-ups to increase attributes like strength, speed and defense, CTF has become one of the most popular Quake-derived games.

Two men enter. One man leaves.



ROCKET ARENA: Rocket Arena is all about getting back to the basics—to everything that is good and true and pure in trying to horribly maim your friends.



Two players start with the same set amount of health, armor, ammo and weapons in a small inclosed arena. They duke it out mano-a-mano until one player beats the other; then the next challenger enters and the whole thing starts all over again, kind of like a fighting game. A great way for beginners and experts alike to hone their battle skills.

A good old-fashioned fragfest. Campers need not apply.

THE QUAKER'S BIBLE

As Quake and Quake II gained popularity over the past few years, a thriving community of die-hard fans of has formed worldwide. And along with it, a certain language and a manner of speaking unique to Quake has also evolved—here's a few of the basic terms, if you want to know more check your local community college for accredited courses.

camp•er (kăm'pər) (n) disparaging term for player who stays in one spot for extended periods of time in order to ambush passersby for easy kills; Steve spent the whole game hiding by the rocket launcher, what a **camper**; see also llama.

clan (klăn) (n) a collection of players or team who fight together; I can't go, I have to practice with my **clan**.

dm (dm) (n) short for deathmatch; any competition between two or more players; Who's up for some **DM**?

frag (frăg) (n) kill or death; I had 32 **frags** when I quit.
(v) - To kill or die; I got **fragged** trying to run away.

gib (gĭb) (n) part or parts left over after a body is violently ripped apart by an explosion; I tossed in a couple grenades and when I jumped down, there were **gibs** all over the place.
(v) to violently rip apart a body with an explosion; I had the quad and **gibbed** him with the super shotgun.

lla•ma (lä'mə) (n) slang for "lamer," anyone who plays in an unsportsman-like or annoying manner, i.e., quits playing because they are losing, screams at another player, blames the game for anything; Seth was playing against some **llama** who kept saying he was just lucky.

lit•tle bil•ly (lĭt'l) (bĭl'ā) (n) any inexperienced or unskilled player; I just destroyed some **little billy** 50-2.

quad (kwŏd) (n) also known as "quake power," a power-up that allows anyone who has it to deliver quadruple damage from all their weapons for 30 seconds; Scott grabbed the **quad** and killed everyone.

quad•whore (kwŏd'hōr) (n) any player who bases his/her entire game strategy around repeatedly getting the quad; Tom is a total quad whore, every time it appeared he was waiting for it; Bob may have won the game, but he's such a **quad whore**.

spawn•frag (spôn'frăg) (n) any kill where the victim has just spawned (reappeared after dying) and is basically completely defenseless; I was going easy on Tom until he **spawn fragged** me, then I got pissed.

rock•et jump (rŏk ĭt) (jŭmp) (n,v) - extra-high jump achieved by using the force of an explosion and jumping at the same time—the player takes damage but can quickly achieve heights they normally couldn't; Dave **rocket jumped** up to the quad.

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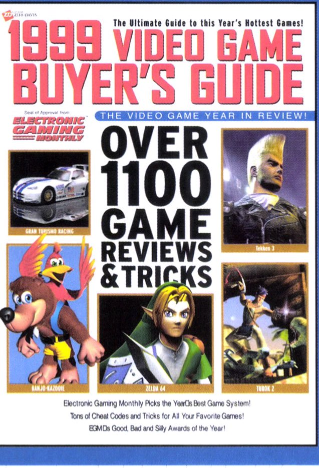
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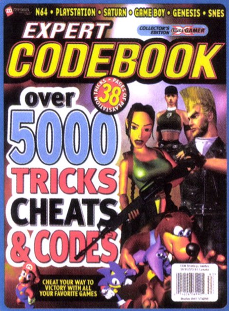
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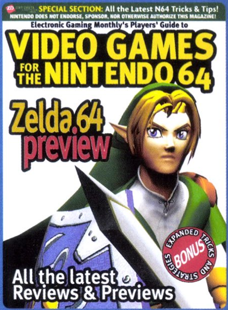
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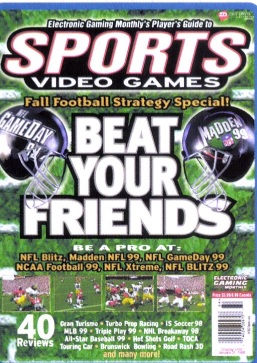
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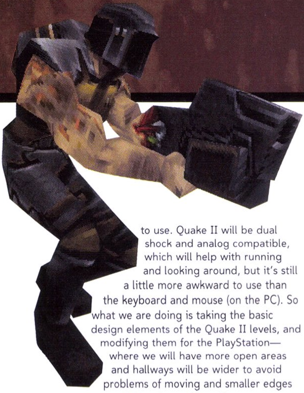
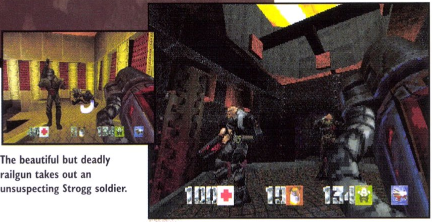




The beautiful but deadly railgun takes out an unsuspecting Strogg soldier.

to use. Quake II will be dual shock and analog compatible, which will help with running and looking around, but it's still a little more awkward to use than the keyboard and mouse (on the PC). So what we are doing is taking the basic design elements of the Quake II levels, and modifying them for the PlayStation—where we will have more open areas and hallways will be wider to avoid problems of moving and smaller edges you might get caught on."

"Also, it's tough to like, look up and turn around and look back down on the PlayStation controller," adds Marty, "so there will be some sort of auto-aiming or—and this is still being hashed out—something to recenter your aim back to the middle, just to make it easier to play on the PlayStation. That's the thing—to make it fun on the PlayStation. Not frustrating. It's very important to make sure that people can get into the game and they can play it easily, that it's accessible. [In] the first level you should be able to pick it up, enjoy the way it feels, enjoy killing the monsters...it should be an exhilarating experience where you aren't held back by the controller, not held back by anything, so it's just an enjoyable game experience."

SOMETHING OLD, SOMETHING NEW?

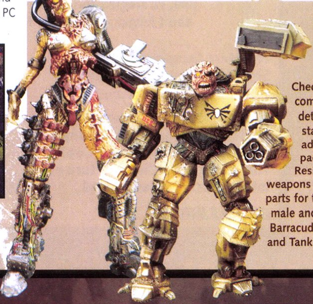
So will anything new be added for the PlayStation version? "There may be a new monster or two, maybe another Boss, or sub-Bosses. We really haven't decided yet," responds Marty, "As far as new guns go, the feedback we've gotten from players is that they like the feel and balance of the weapons already (in the PC version), but we aren't ruling out anything yet. We'll have certain levels unique to the four-player deathmatch for sure. We'll do that not only because we'll need to remove some architectural detail (to keep things moving smooth), but also because in a four-player game all on one screen you don't want to have the same kind of level you do in a single- or even two-player game."

> **"..it should be an exhilarating experience where you aren't held back by the controller, not held back by anything so it's just an enjoyable game experience."**

The good news for gamers is that nothing new, nothing old either for that matter, will make it into the final PlayStation version of Quake II without the full approval of id. "id are really like the directors of the project," Marty explains. "Everything goes through them. Every design change, every map, every build we show—all of that is filtered through id. They have power over every pixel, and I'm not exaggerating. They may feel like some textures aren't working and we'll send them a build and (id artist) Adrian Carmack would go through and tell us exactly what needs to be changed. And that's because we know id really does this better than anyone else. Their level design and their gameplay mechanics and their combat orchestration are really second to none." Chris sums it up well when asked what he thinks of John Carmack, of id, and of Quake II—"Brilliant, brilliant and brilliant."

And if what we've seen so far is any indication, PlayStation owners may have similar praise for Chris and the team at Hammerhead when Quake II hits this winter.

Exactly how Quake II's story line will change for the PlayStation is still being decided. (PC intro pictured above)



THE STROGG ARE COMING! THE STROGG ARE COMING!

Check out these pics of the Quake II figures coming soon from Resaurus. Look at that detail! They look good enough to be stand-alone models, but these are fully adjustable, posable action figures. Each pack will come with two figures (like the Resident Evil toys) and other goodies like weapons for the marines and interchangeable parts for the Strogg. Cool! On the way are the male and female marine, Strogg Parasite, Barracuda Shark, Iron Maiden, Technician and Tank.

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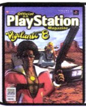

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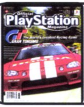

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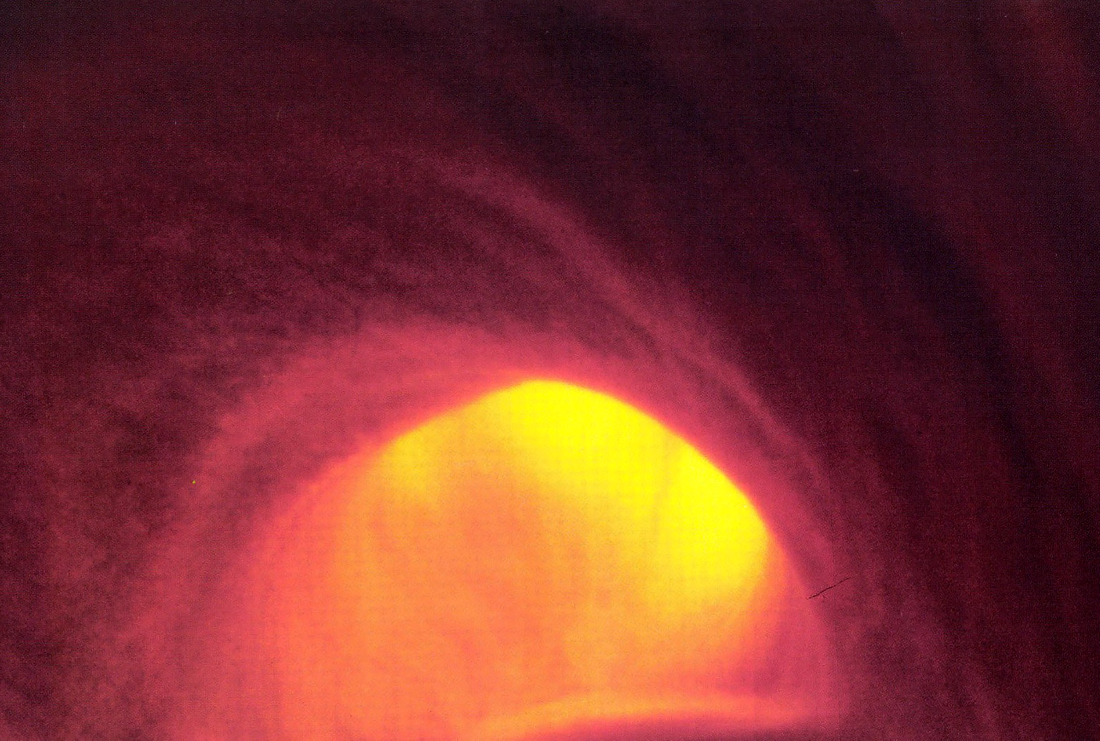

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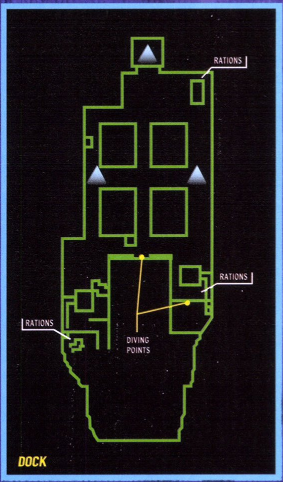
MAP KEY

▲	Guards found in each area
▲	Surveillance camera positions
▲	Location of hidden land mines
2	# key card needed to open a door
🟥	All types of doors that can be entered

ITEM ABBREVIATIONS

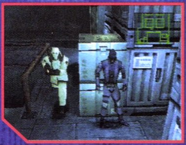
G. - Grenades
B. - Bullets
M. - Missiles

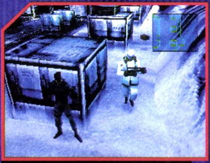


DOCK

Your starting point for this mission is the underground loading dock. Two guards are patrolling the area, with a third joining the group once the elevator comes down. You'll have some time to become acquainted with the way Snake moves and his various abilities. When moving around you will need to be careful of the several puddles of water scattered about. Running through them will attract the guards to your position. Dispose of the two initial guards first and stock up on Rations. If you find you are having trouble shaking any pursuing guards in the process, use either of the two diving points for a quick escape. Wait behind the forklift for the final guard to appear. Slide quietly against the wall behind him as he begins to patrol, slipping into the elevator undetected. The prep course is over now, time for the real deal.

Use the strangle hold to throttle guards into submission or drag them around as a human shield.

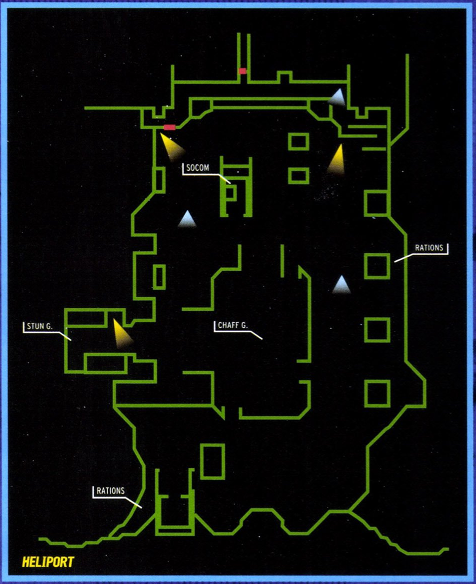




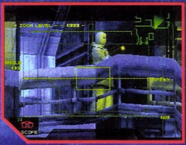
Alert guards will follow the footprints you leave, making it wise to stay away from the snow.

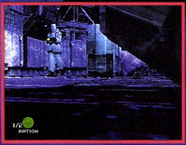
HELIPORT

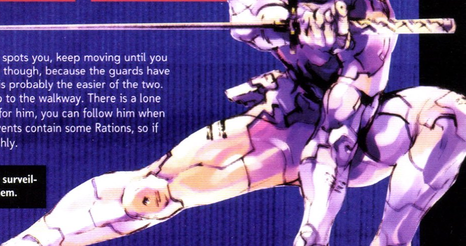
Snake has arrived at the heliport just outside of the tank hangar. This is the first opportunity to get your hands on some Chaff and Stun Grenades and the essential Socom handgun. There are a few things for you to avoid here in addition to the guards. You will see two large spotlights scanning the landing pad. If they come in contact with you, the alarm will sound. The guards will keep their distance, allowing you to time a dash at those Chaff Grenades. The next obstacle are several surveillance cameras. Wait for them to point away from you and then move directly under them. Once they swing back the other way, move quickly out of their field of vision. Finally, keep in mind that when you walk through the snow you will leave tracks that guards will follow. Your objective is to reach one of the two air vents to enter the hangar. The lower vent has a guard and a stationary camera watching the immediate area. Draw the guard away by knocking on the truck or simply shoot him from a distance. Sneaking past this camera is tough, but even if it spots you, keep moving until you are inside the vent. It isn't safe for you to stop once inside, though, because the guards have a habit of throwing grenades in after you. The upper vent is probably the easier of the two. Slide past the camera at the base of the stairs and head up to the walkway. There is a lone guard patrolling here. If you wait to the right of the stairs for him, you can follow him when he turns and heads off in the other direction. Both sets of vents contain some Rations, so if you are in need of health, be sure to explore them thoroughly.



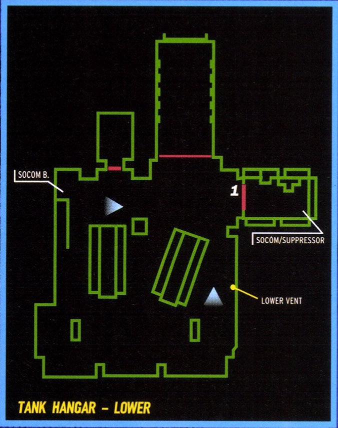
Use your Scope to watch patrol patterns. Sneak around the heliport using walls, crates and the truck to keep out of sight as you head for the vents. Watch out for cameras!





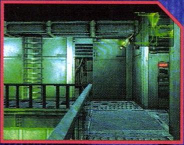


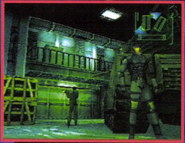
Guards will return to an area if you are spotted by surveillance camera, even if you have disposed of all of them.



TANK HANGAR

Once inside the tank hangar you will be directed to the elevator by the colonel. Before you head down, be sure to explore the upper catwalk. You will find a room that contains a pair of Thermal Goggles. If you don't grab them now and you decide to go after the DARPA Chief first, a couple of things will have changed when you come back to the hangar. One of the tanks will be gone and the room which had the goggles will now be closed. Items like the Thermal Goggles will appear in a later location if you missed the first one, but this is usually after they would have proven to be most useful. There are several security doors which cannot be opened without the proper level card. Each door is labeled with the level security card required. The Level 1 door on the lower level holds the valuable Socom/Suppressor, silencing your trusty pistol when used.



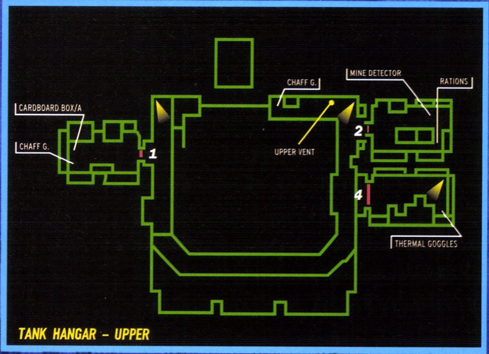


The upper catwalk is perfect to get your bearings, locating the positions of cameras and patrolling guards. Never rush into a situation blindly.

DARPA CHIEF

Enter the elevator in the tank hangar and go to B1. The DARPA Chief is being held in a cell here. Go to the end of the corridor and climb the ladder. As you crawl through the vent take a look down each of the grates until you find the Chief. After his untimely demise you will receive the Level 1 Card. When you leave the cell you will meet Meryl and then be attacked by several waves of soldiers. I prefer to stand on the left side of the door to nail them quickly. After about the fourth wave they will toss some grenades through the door so be prepared to move. Having weathered the storm you will need to head into the elevator and down to the Armory.

The armory has several old rooms in it that have been blocked off. Knock on the walls to find hollow spots and use the C4 to blast an opening into walled-up rooms. There are two located at the top of the area and one in the bottom-left corner. This opening will lead to President Baker and two level six doors, one of which has the Camera inside. Don't forget it!



CODEC CONTACTS

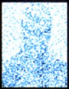
The following are the people Snake will need to be in contact with via CODEC and their frequencies.

CAMPBELL
140.85

MEI LING
140.96

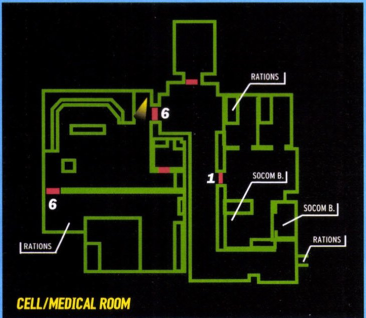
MASTER
141.80

MERYL
140.15


DEEPTHROAT
140.48

NATASHA
141.52

OTACON
141.12


RATIONS
6
1
SOCOM B.
6
SOCOM B.
RATIONS
RATIONS
CELL/MEDICAL ROOM

PATH TO OCELOT

President Baker is being held in a room outside of the armory. You will need to use C4 explosives to reach it from the bottom-left corner of the armory. Look for discolored portions of the wall or knock on the walls to uncover these sealed rooms. Baker is wired to go up in flames and you must do battle with Revolver Ocelot to save him. It will feel a bit like a game of ring-around-the-rosey, but you must chase him around the perimeter of the room. He has six bullets in his gun and will stop briefly to reload when he is empty. This is your chance to plug him. Keep moving around, being careful to avoid bullets ricocheting off the walls. You must also keep your distance from the trap President Baker is wired to. Contact with it will send the room up in smoke. You will receive the Level 2 Card and an Optic Disc from Baker once you've made it through this ordeal.

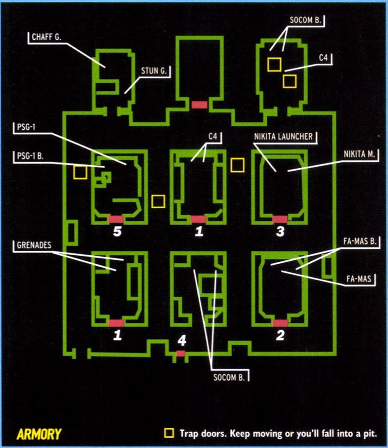
LIFE
OCELOT
BAKER
2/2
RATION
11/25

LIFE
GUNNER
5/12
GRENADE

Get up close and personal to toss grenades at the gunner. Watch out for that machine gun. It will tear you up if you get too far from the tank.

VULCAN RAVEN

Make your way to the tank hangar, where Meryl will have opened the cargo door. Use the Level 2 Card to get the Mine Detector from the upper level before you leave. The exit is lined with infrared beams, requiring you to use the Thermal Goggles to make it past them. Take it slow and switch to digital if you are using an analog controller to make things easier. Use the Mine Detector once outside, crawling over landmines to add them to your arsenal. Now prepare to lock talons with Raven. You will first need to get close to the tank. The Chaff Grenades will allow you to knock out the tracking of the main gun. Once nearby, lob Grenades at the gunner to take him out. You will need to be careful not to get crushed by the massive tank. A second gunner will emerge after you have taken care of the first. The canyon has plenty of Grenades and Rations lying about; just be sure to throw a Chaff Grenade if you wander away from the tank or you'll get hammered with shells. The last gunner will be blown from the tank when it's destroyed and will leave you the Level 3 Card.

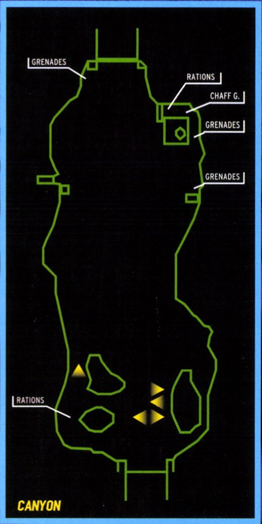

SOCOM B.
CHAFF G.
C4
STUN G.
PSG-1
C4
NIKITA LAUNCHER
PSG-1 B.
NIKITA M.
5
1
3
GRENADES
FA-MAS B.
FA-MAS
1
4
2
SOCOM B.
ARMORY
☐ Trap doors. Keep moving or you'll fall into a pit.

HAL EMMERICH

LIFE
NINJA
3/3
RATION

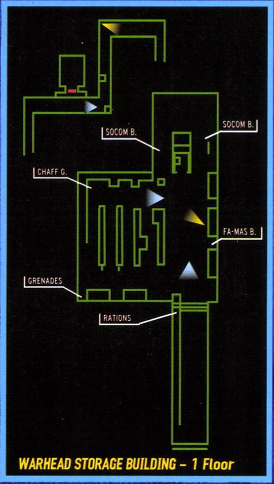
There are several phases to the battle with the ninja. Patience and some good timing will be the key.

Dr. Emmerich is being held on the second basement level of the nuke building. Your first task is to make it through the first floor without using any weapons. The room is full of nuclear warheads, leaving you to rely solely on how stealthily you can move about. I prefer to slink along the bottom wall to the left and head up the stairs. If you walk between the missiles, the guards are more prone to hear you, so stay away from that area. Sneak up behind the guard at the top of the stairs and enter the elevator. Stop on the first basement level and find the Nikita Launcher. When you enter the air lock, the room will fill with gas. Fire a Nikita missile and guide it to the control box. The gun cameras may shoot it down, requiring a couple of attempts to complete. Just keep an eye on your oxygen level. Once the electric floor is disabled you can find the Gas Mask and continue through to the doctors' lab.



THE NINJA

Following the trail of carnage you will find the doctor being harassed by the Ninja you encountered earlier. Forget about using weapons to battle him. Attack him quickly with punches and kicks and he will pull his sword to fight you in hand-to-hand combat. He has several moves he'll throw at you. The most troublesome is his whirling side kick. Fight him in an open area to give the greatest mobility. Keeping out of striking distance, stand still to lure him to attack. Dodge to the side when he commences and strike him after he lands with a series of blows. The Ninja will also levitate to the ceiling to crush you, but this is easily avoided, leaving him wide open when he lands. After you have damaged him he will go into Stealth Mode. You will be able to make him out, but if you are having trouble, use the Thermal Goggles. He will attempt to surprise you, materializing briefly to attack. The third phase of his attack will have him teleporting as you try to strike him. Run through him and pause to see if he will throw one of his haymaker punches. Once again, nail him before he can gather himself. Finally you will have him on the verge of defeat, but he's not done yet. A deadly energy field will form around him, pulsating as he screams for more pain. When the field is smallest, deal him the final blows.



PSYCHO MANTIS

LIFE
MERYL
3/3
RATION

Upon defeating the Ninja, you will meet Dr. Emmerich (Otacon) and receive the Level 4 Card. Search the newly accessible rooms and then head up to the Level B1. Meryl is disguised as one of the guards here and will run into the ladies room when you find her. Together you will go into the commander's room, where Psycho Mantis awaits. Stock up on ammo before you go forward and then head down the long corridor to meet your fate. Mantis will take control of Meryl and you will have to clock her a few times to battle Mantis himself. After you knock her out, you will want to take the controller out of Port 1 and plug it into Port 2. That's right. He won't be able to read your mind this way. Otherwise your efforts will be futile. He will make himself invisible and teleport about to make himself an obscure target. His attacks all revolve around levitating objects, using them to inflict damage. One attack uses

LIFE
MANTIS
MERYL
3/3
RATION
36/31

電波障害
LV.5
CARD
19/25

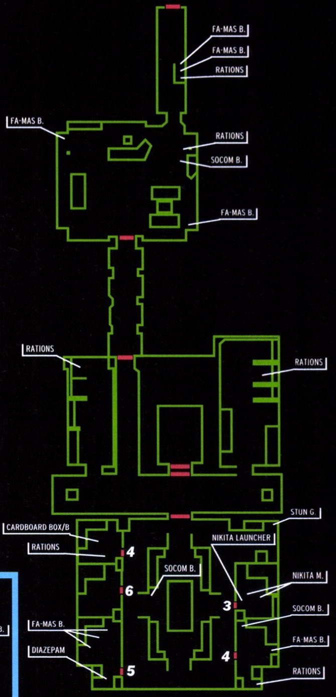
There is really no way to sneak past the keen senses of this wolf pack. The more powerful FA-MAS is perfect to make quick work of them while you explore the cave for items.

three chairs encircling him. Stay clear and shoot him when they stop moving. To avoid the various other objects he sends your way, run while you shoot. Although this can be a little difficult, it certainly helps in avoiding flying paintings. The Thermal Goggles are also helpful in locating him when he uses his optic camouflage. In the middle of battle he will resort to using Meryl again before you can finally finish him off. Before Psycho Mantis dies he will open up a passage leading to a series of wolf-infested caves. Use the Night Vision Goggles to feel your way around. There are items hidden in the corners if you can subdue those wolves. Don't underestimate them. If they gang up on you, you'll be full of of holes in no time. At the bottom of the second chamber there are two caves you can crawl into, one with more items and the other leading to the exit. Once through the door you must pass a minefield. Follow Meryl or belly crawl across to make it through safely.

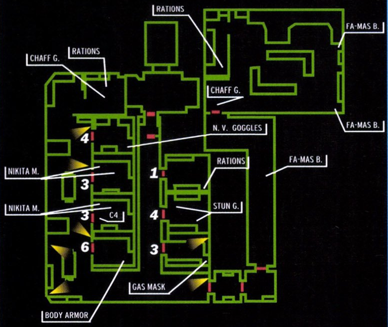
JAMMING
電波障害
LV.5
CARD

!

Keep in mind that when you return to an area previously cleared, there is a good chance that the number of guards patrolling has increased. In the same respect, locations where you initially found a weapon will now have ammo for that specific gun instead.


FA-MAS B.
FA-MAS B.
RATIONS
FA-MAS B.
RATIONS
SOCOM B.
FA-MAS B.
RATIONS
RATIONS
STUN G.
CARDBOARD BOX/B
NIKITA LAUNCHER
RATIONS
4
SOCOM B.
NIKITA M.
6
3
SOCOM B.
FA-MAS B.
FA-MAS B.
DIAZEPAM
4
5
RATIONS

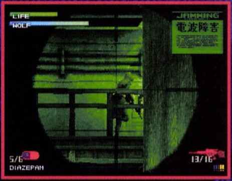
WARHEAD STORAGE BUILDING – 1st Floor Basement


RATIONS
FA-MAS B.
RATIONS
CHAFF G.
CHAFF G.
N. V. GOGGLES
FA-MAS B.
4
RATIONS
FA-MAS B.
1
NIKITA M.
3
STUN G.
NIKITA M.
3
C4
4
6
3
GAS MASK
BODY ARMOR

WARHEAD STORAGE BUILDING – 2nd Floor Basement

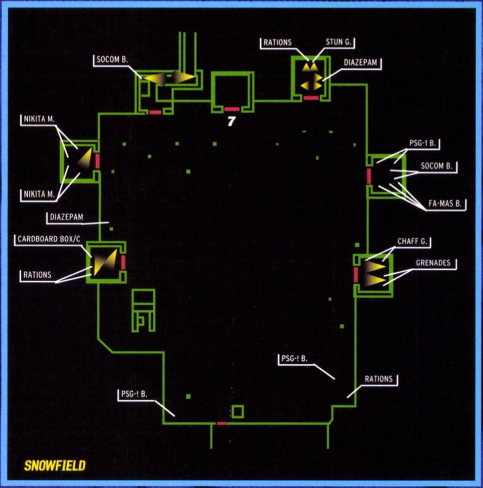
SNIPER WOLF

As you step out from the mine field, Meryl will get picked apart by Sniper Wolf. There isn't anything you can do until you find a sniper rifle of your own. Return to the first building armory to find the PSG-1 Sniper Rifle behind the Level 5 security door. The other essential item to combating Wolf is the drug Diazepam. It will keep you from shaking while trying to get the sight zeroed in on your target. You can beat her without it, but save yourself the frustration. Sniper Wolf is camped out on the second level at the end of the corridor. She will be hiding behind the pillar just to the left of the center.

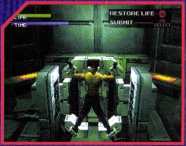


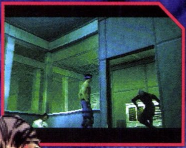
Fire just in front of Sniper Wolf as she changes positions to nail her.

There is no set pattern she follows, so simply wait for her to stick her neck out and take the shot. When Wolf runs to the far right, aim for the lower portion of her body, for she has the habit of crouching when she gets there. This is also a good opportunity for you to get in some additional hits while she's on the move. If you do happen to take a bullet, make sure you are facing straight forward before drawing your rifle. The scope moves very slowly and will leave you open to take additional damage. Collect the items on the left side of the area before you near the door and for goodness sakes, save your game or you will regret later!

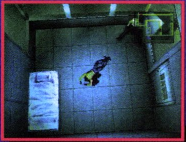


OCELOTS' REVENGE

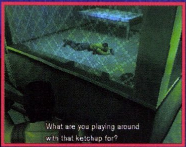




Revolver Ocelot has you locked into his torture rack, and I fear he's in a bad mood after losing his hand. Quick fingers and endurance are what you need to get you through this ordeal. This is the critical juncture at which you will unknowingly choose the ending of the game. While I don't want to reveal that to you, I will tell you that if you choose to submit you will receive "the bad ending." Once you have survived four doses of shock therapy, you will be taken to a holding cell. You are reunited with an old friend, but have no time for socializing. Ocelot will bring you back for yet another round of torture. If you can handle it, you will end up back in the cell. The guard will get sick and run to the bathroom, during which Otacon will show up with a bottle of Ketchup and a Scarf. Lay down on the ground and use the ketchup, faking the old "I've been stabbed and can't get up" trick. You must do this while the guard is away or he will ask you why you are playing in the ketchup. Wait until he comes in and dispose of him. If your plan is foiled, the guard will take you out for another round with Ocelot. When you've finally been returned to the cell, the Ninja will appear to help you out with the jailbreak. How's your arm?



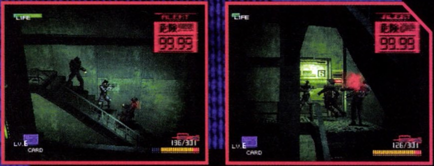
When your trickery with the bottle of ketchup fails, you will be saved by your old friend the Ninja.



What are you playing around with that ketchup for?

ASCEND THE TOWER

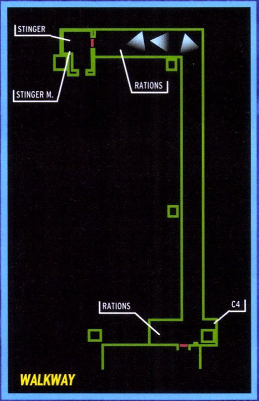
Having escaped from your cell by one means or another, Snake will first want to get his items back. Fortunately they are all boxed up for him in the torture room. There is a bomb planted among your items which you will want to dispose of before it goes off. While in this building you may as well take your newly acquired Level 6 Card and clear the final room in the armory, loading up with ammo on the way. Once back at the Warhead Storage building, head to the second level basement to get the Body Armor from the last unopened room. Finish exploring any uninvestigated rooms and head to where you fought Sniper Wolf. Through the Level 6 door you will find a hallway which leads to a door. Once inside the alarm will sound and guards will approach from behind you. The FA-MAS is my recommended weapon to use, starting with those two guards coming at you. Don't leave the room without the Rope or equipping the Body Armor (makes this much easier). Through the next door you'll find yourself at the base of a stairwell. Hopefully you have stocked up on ammo, but if not there is a considerable bit here. Now you must run up this series of stairs, all of the while being chased by guards. Stop to take care of them when they draw near. If you are shooting as you run you'll have no problem dealing with any guards coming straight at you. About halfway up you will find a door which is conveniently frozen shut, leaving you to fight your way through to the top of the tower.



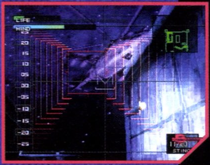
Getting caught in the crossfire of two guards is trouble. Take care of guards closing in from behind before you continue your ascent.

LIQUID SNAKE

Liquid Snake is lurking above the roof with the Hind D. Snake must rappel down the side of the tower to save himself from becoming cannon fodder. Rappel down the side quickly to avoid his gunfire, taking care not to get singed by too many steam spurts on the way. The walkway you reach is outside of the frozen door from earlier. Use C4 to open it up if you want to head back to the bottom of the tower to replenish your supplies. The walkway is watched on the opposite side by three guards who will mow you down if you attempt to cross. The sniper rifle will take care of these would-be obstacles. Take up position just to the left of the walkway and pick them off one by one. Having crossed, the Hind will appear and open fire on you. Duck quickly through the doorway into the second tower where you will find the Stinger Missile Launcher. The elevator inside is out of commission, leaving you to climb the stairs to the roof. Keep a wary eye out for gun cameras mounted on the walls. Reaching the roof you must tangle with Liquid in the Hind. After the first few Stingers make contact, the Hind will drop down out of sight. Track him on radar, waiting for him to come into view. Position yourself between the two buildings for the best cover. Things get really hairy if you step into the open, so be patient. You are by no means safe from being shot in this location, but it will make it easy to slip around the corner out of machine gun range. That was my key to success. Lock-on, fire and then put a building between you and his guns. To replenish your missile supply you will have to make a mad dash for the lower-right corner of the roof.



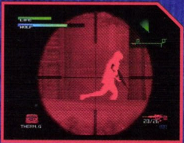
LIFE
4/6
DIAZEPAM
14/21



Dual Shock controllers really bring out the intensity of the action, especially during the Revolver Ocelot torture sequence. You are even rewarded with a special Shiatsu massage to soothe your aching wrist.

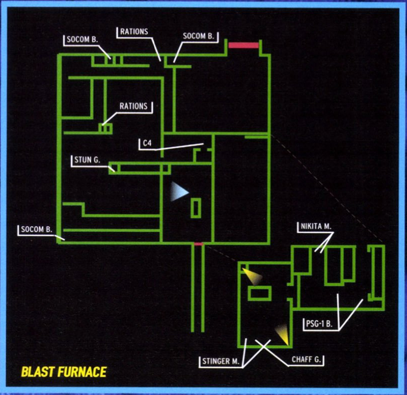
WE MEET AGAIN

By this time Otacon has got the elevator operational. Before you get into the elevator, check behind the stack of crates to the right of it to find some Rations. Once inside and on your way down, you realize you aren't alone. Four Genome soldiers are equipped with stealth camouflage and commence attacking. They take quite a number of hits to finally kill and it would be best to try to focus on one of them at a time. Check the first floor for supplies, run past the gun cameras and head out into the snowfield. Sniper Wolf is hidden among the trees on the opposite side of the field. Use the Thermal Goggles to spot her position. She may retreat behind a snow bank, but keep following the direction she went. Once you have her in your sight, don't lose her. The quickest way to beat her is to fire just in front of the direction she is running. Usually she will turn and head the opposite way. Good marksmanship will make you feel as if you are shooting ducks at the carnival.

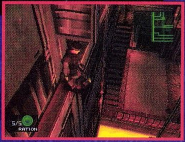


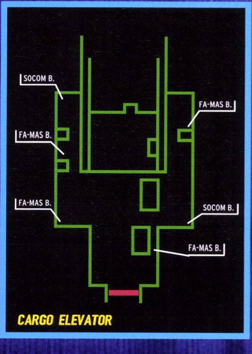
RAVENS' WRATH

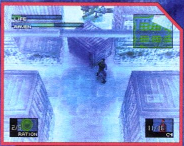
The storage rooms on the perimeter of the snowfield are stockpiled with ammunition. After having your fill, head down to the Blast Furnace. Edge along the wall on the far left and be careful of the moving panel. Duck to avoid it and keep against the wall or you'll end up in the molten steel below. There is nothing of vital importance here, but there are more opportunities to find ammo. Take the two cargo elevators down to Vulcan Ravens' lair. On the first elevator you will be assaulted by several soldiers as you attempt to descend. Having dealt with them, you will reach an area requiring you to switch elevators. This area is jammed and leaves you blind to the fact that there is a gun camera and landmines surrounding all of those those tempting items. This lift will take you just outside of the frigid home to Vulcan Raven. Although he's not inside of a tank this time, the gun he carries is big enough to install on one. Raven starts off very slowly, the perfect chance to use the Stinger against him. After four or five hits he will pick up the pace considerably, running around in an agitated manner. It's at this point that you will want to switch weapons to either Claymores or C4. While there is no set pattern which Raven moves in, he does like to frequent the top-left corner, proceeding to run down the left side of the room. Choose to fight him with Nikitas or Stingers at this point and he will shoot them down. During the fray, Raven will be tearing up the crates, some of which will topple and block part of the path. Sometimes these have items on top of them which will then be on the ground. With his defeat comes a moving speech and the Level 7 Card. The next warehouse has a load of Stinger Missiles inside, as well as a ton of gun cameras. Watch out for the couple of trap doors before you enter the room. On the other side of this last door you will have reached Metal Gear.



Duck! Watch out for that moving panel or it will knock you off.



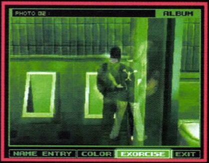




During your battle with the Raven, crates will fall and block your path.

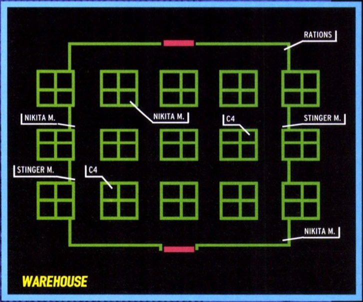
!

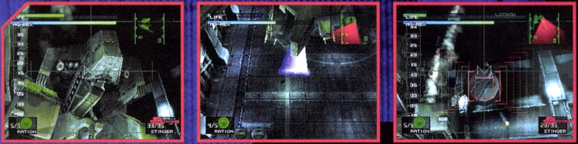
We've discovered a rather amusing subject to take a snap shot of. As disgusting as it sounds, use the Camera to take a photo of the guard taking a whiz. When you check out the picture, you will see a "ghost" image of what we can only guess is one of the developers. That's a keeper. For those of you who don't find it as entertaining, you can simply exorcise the photograph.



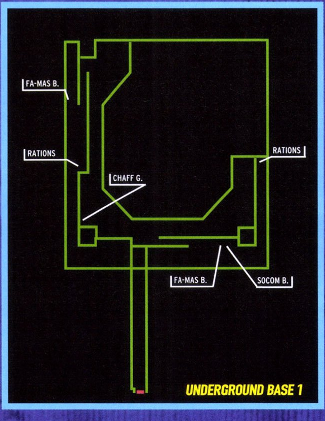
METAL GEAR

Impressive, Metal Gear stands waiting in the center of the underground base. A moat surrounds the outside of the platform and contains many items. Just be aware that the water, or whatever liquid it may be, causes damage. Snake will need to work his way up a number of scaffoldings before reaching the control room at the top. After the cinema of Liquid and Ocelot, you will drop the Pal Key. Essential to destroying Metal Gear, you must retrieve it from below. The key may have ended up in the moat or been eaten by a rat. If the rat got it, you will need to shoot him; otherwise drag the water for the key. Watch out for the bomb planted there. Return to the control room and you will learn that the Pal Key is three keys in one. When they try to suffocate you with gas, call Otacon for help. Having inserted the first form of the key, you will next need to return to where you fought Raven. Wait there briefly until the Pal Key changes to light blue and return to use it. Finally you must go back to the blast furnace and wait for it to change to its final form. Once you have used all three keys, Metal Gear will be operational, rather than destroyed. Liquid Snake climbs inside the giant weapon and prepares to attack. Disabling the radar dish on Metal Gear's left shoulder is the only way to stop it. Use the Stinger Launcher to take it out. There are three different attacks he will throw at you. The optimal time to fire at him is while he is firing a barrage of missiles at you. When he leans back on his haunches is the sign to rush in close and quickly get a shot off. He will also hit you with machine guns and a laser beam. Run side to side to avoid the guns and be prepared to run the opposite direction as soon as you see that laser beam. The laser usually locks in on the area you were previously at, so a quick jog is usually successful. After destroying the dish, you will go through a cinema and then have to fight him again. The exact same techniques can be used, but this time your target is the cockpit instead. If you are triumphant, there will be all sorts of fireworks, but somehow Liquid still lives on. Snake now must take him on in hand-to-hand combat. This is more difficult than you might think. Strike him while he is standing straight up. When he gets ready to attack, run in and throw him from the front. As he gets back to his feet, charge in with a couple of punches. Trying to choke him from behind will result in you being flipped. When the battle seems to be going your way he will start charging you with his shoulder. This move does a ton of damage and can only be countered if you can get a kick off before he rushes, but I suggest getting as far away as possible. To finish him off, you must knock him off the edge when has nothing left on his life bar. He will then plummet to the floor below. If the kick isn't enough to kill him, he will grab the edge and gain some life back, so make that last hit count. Time to get the hell out of here. As you make your escape, you will need to man the machine gun on the back of the jeep. Face the gun to the right and you will be facing your target when the jeep is blocked. After you have broken through the two barricades, you will be chased by Liquid in another jeep. Use the first-person view to aim the gun (this is the only time you can do that in the game). Well, I'll leave the final moments in the game to you. I don't think Snake is ready to retire yet, do you?





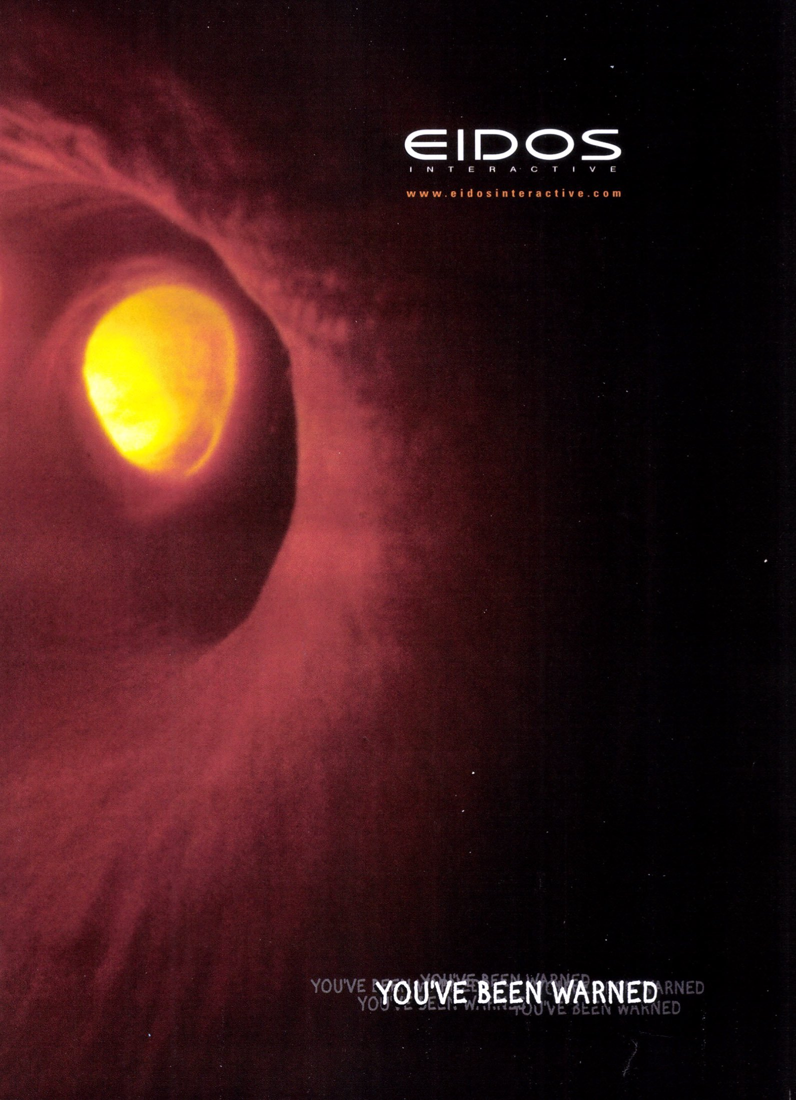
Defeating Metal Gear will take evasive action and a quick trigger finger. This is it. Come on Snake!



LIFE
LIQUID
02:11:98

!

Had enough yet? So, you want some more. Why don't you try your luck on Extreme Mode?


EIDOS
INTERACTIVE
www.eidosinteractive.com
YOU'VE BEEN WARNED

NFL BLITZ

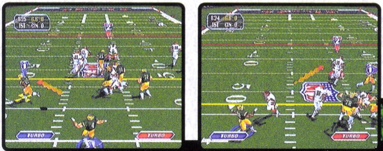
Face it. There's nothing more satisfying than beating your opponents down in a no-holds-barred game of NFL Blitz. This rough-and-tough seven-on-seven football game has been a number-one hit in the arcades for months. Now it's coming home to the PlayStation, so you'll get to enjoy humiliating your friends from the comfort of your own home. To help you out, our resident NFL Blitz experts have pooled their knowledge and put together this strategy guide filled with some of the best strategies and dirtiest tricks known to man. Use it wisely...your NFL Blitz rankings, and your pride, are at stake...

ON OFFENSE

Great players always run the ball as much as, or even more than they pass it. Running the ball keeps a defense off-guard in addition to making your attack more versatile. If you can't run the ball, you're not going to win against tough competition. Interestingly enough, most quarterbacks make excellent running backs. Just make sure you don't take too many hits with them, as they seem more apt to fumble the ball (especially after spinning).

Typically, you should roll them out and run along the sideline. This way, if you fumble, more than likely the ball will go out of bounds. The key to good running lies with the spin move. This move is very effective (almost unfair, in a way) because it lets you run right at a defender and make him miss by spinning just as he reaches you. Then, after you make the first guy miss, you're usually free to run at least another 15 yards. The spin works well against diving defenders. The second you see someone leaping for you, double-tap to perform this useful maneuver.

One of the best and most over-abused elements of Blitz is the multiple passing. While performing two or more passes can lead to big gains, most novice players tend to rely on them too much. Also, they get into a rut of passing one way, and then passing to the opposite. Any expert player (but probably not the computer opponent) will recognize this pattern and make you pay for it. Be sure to complete all sorts of passes, if for no other reason than to keep the defense guessing. In fact, the most effective passing usually involves throwing short to your running backs, and then running for yards.



Multipassing can disorient the defense. Try throwing the ball to an RB on one side of the field, and having him pass to a WR on the other side.

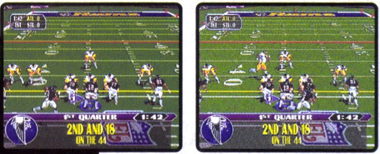
CPU ASSIST

With your great offense, you should be able to rack in the points, but when you get more than seven points ahead, it seems like the "computer assistance" kicks in to help the losing team. There's a code to turn it off, but most of the time, competitors won't let you, or you'll forget the code. Don't fear, there are some things you can do to try to protect your lead in the last few minutes of the game. For starters, run plays along the field boundaries. Most of the time CPU assistance will make you fumble, but running along the side of the field makes them almost all go out of bounds. Better yet, avoid taking the hit, and just jump out when you're about to be hit. You may lose a yard or two, but not the ball. It is strongly recommended that you do this if you're running the ball with the quarterback, the most avid fumbler in the game.

OFFENSE IN MOTION

Moving your motion receiver is important, and is generally an underused facet of the game. Most Blitz players realize that he can be used as an additional blocker to buy some passing time, but they don't realize his other uses. For starters, a motion man can be used to find out if your opponent has a man or zone defense. If you know football or have played Blitz for a while, you'll know regardless, but for new players, this can be a tremendous help. If you move your motion man, and one defender moves with him, that means the defense is playing "man-to-man" defense. That is, one defender is assigned to each of your receivers. So what benefit does knowing this do for you? Well you can do a few things against this type of defense. Say there's only one defender covering your one wide receiver on the right side of the field (this happens a lot). You could move your receiver to the left, taking that defender with him. This opens the whole right side of the field for short passes and runs. Also, man-to-man defenses are more apt to be burned deep. This is because some defenders are better than others, and some receivers are better than certain defenders. If you happen to get say...Jerry Rice...locked up on a lame defensive back or linebacker, you're apt to get large chunks of yards downfield.

So what does it mean if a defender doesn't "chase" your receiver when you put him in motion before play? Well, it



Try moving your motion man before the snap. If a defender leaves his spot to follow you, you know your opponent is playing a "Safe Cover" defense.

means that the defense is playing "zone." Zone defense is a defense that divides up imaginary segments of a field for each defender to guard. Zones are usually good for defending against deep passes, and less competent at defending short passes because they give such a big cushion. Furthermore, you can use motion men to overload one side of the field. For example, you could put a motion receiver next to another receiver and hike the ball. If both receivers go inside of the same zone, it's impossible for one defender to cover them. But typically, when you see a zone defense, it's usually a good idea to throw a short pass to the running back. If the zone defense collapses after the first pass, throw a second one to an open receiver. If not, don't be shy about running for 12-18 yards (typical rushing gain). Remember, the best players run the ball.

ON DEFENSE

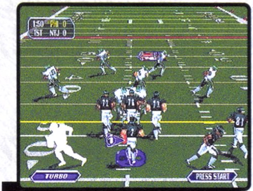
Ironically, probably the most ineffective defense is blitzing. Although it's a good technique to use against new players, experienced players will make you pay dearly. It seems that the most effective way of defending an opponent is to play "bend but don't break." Try not to give up the big play. Lots of weird things happen in Blitz, and the more plays an offense has to run to score, the more of a chance they have to make a big mistake.

Learning the Basics

The best basic defense is "Safe Cover," a man-to-man defense. This one usually puts you in a position to make a play so long as you have decent players. Its big weakness is against the run because everyone is locked up covering receivers. "Medium Zone" and "Deep Zone" should be used in long yardage, and it's best to reserve it for situations like 3rd and 4th and 20 when the offense gets desperate. "Near Zone" is very good defense, and serves as a great change-up against the short pass. It works particularly well in goal-line situations when short passing is about all the offense can do. Also, when the offense has less room to pass, you might try mixing in a rare, blitzing defense. For example, a "Zone Blitz" is useful because it sends players after the QB from both the left and right sides, thus making it hard for him to run the ball into the end zone. In the wide-open field, this could leave receivers wide open for big gains, but near the end zone, blitz weaknesses aren't so apparent.

GREAT PLAYS

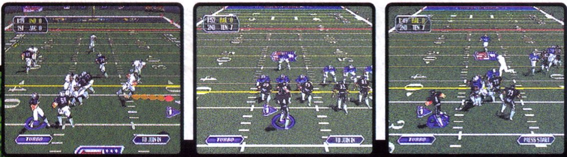
Sometimes the best way to demonstrate how to play is to, well, actually demonstrate some plays. One of the best zone-busting plays is the "Back Split." Because zone defenses typically leave the running backs wide open, Back Split works wonders because it puts two of them in the pass pattern on either side of the field. Simply pass to either side, and you might want to roll the quarterback to the opposite side that you plan on passing to in order to draw the defense in the wrong direction. Also, once the RB catches the ball, head upfield but keep an eye downfield just in case your one deep receiver gets open. Against man defenses try moving your motion receiver to the opposite side of the field. In a man defense, the defender will follow, opening up the field for your QB to run wild in.



Two running backs will split straight left and right when you call "Back Split." Trust us, it's a very useful play.

Also, in real football, zone defenses are beaten by finding the space between zones, or what the pros call "seams." Same technique applies to Blitz. Find passes such as the "Super Fly" that exploit the seams in a zone defense by running diagonal patterns. How do you run Super Fly? Well, the best way is to pass to the running back that runs laterally right, and then to pass the ball again to the left-most receiver as he breaks open (almost always versus a zone defense). And, by the way, if it looks like your opponent is doing something to cover the pass, try running your QB around the side to the left. Usually, he will only have one guy to beat because the other defenders will run to cover the cluster of receivers on the right. Use a spin move to dodge him, and you're home free.

Misdirection plays a big part in Blitz. That is, feigning a play one way and actually planning on going the other. One of the best ways to do this is to roll your quarterback to one sideline, and then throw the other. Take for example the play "Turmoil." The running back runs to the left flat, but not very far down the field. This is your target. After the play is snapped, roll your quarterback deep and to the right. You can even make him look like he's going to take off with the ball by running close to the line of scrimmage. This should draw defenders to you, especially an aggressive human one. Right as they close, jerk the control pad straight left, and pass to the RB in the left flat. Often he will be wide open, since you drew the entire team to the right on the misdirection. If he happens to be covered press the Jump button to leap and grab the ball.



You can fool many folks by pulling the QB to one side, then passing to an RB running the other way. Try this with the Sweep and Slant plays (left). Notice how the man-to-man defense is covering our right-heavy formation, "Da Bomb" (middle and right)? Now notice the big empty space to the left side of the field...

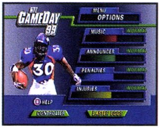
NFL GameDay 99

Easter Eggs

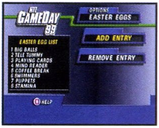
From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs option. Now choose to add and put in any of the codes as shown:

CREDITS - Shows game's credits
EVEN TEAMS - Both teams are evenly matched.
BIG BALLS - Huge football
HAMSTRUNG - Blow a hamstring after using speed burst.
WEAK - Bad coverage
BLINDERS - No penalties
BIG HITS - Harder tackles
STEEL LEG - Kick longer field goals
STICKEM - Tighter coverage
ITS IN THE FPS - Frame-rate changes
PRIME TIME - More celebrations
TELE TUMMY - Have TV on players' chest
DAVIS - Better running
ROCKET MAN - Longer dives
BOBO - Players' last names are all Bobo.
PRESIDENTS - Players' last names are all ex-presidents.
EURO LEAGUE - Players' last names are all European.
SPORTS - Players' last names are all 989 Sports personnel.
RED ZONE - Players' last names are all Red Zone personnel.
HOOPS - Players' last names are all basketball players.
FLEA CIRCUS - Tiny players
GRUDGE MATCH - Different- colored field and no goal posts
PLAYING CARDS - Flat 2D players like cards
FLAT LAND - Flat players
BUNYON - Short, stocky players
POP WARNER - Skinny, kidlike players
SLIDESHOW - After the game, see all the cheerleaders.
HOT SHOT - Faster passes
GD CHALLENGE - Harder CPU
CPU SCORES - Better CPU offense
CPU STUFFS - Better CPU defense
MIND READER - CPU knows what formations to use on your play.
COFFEE BREAK - Faster game speed
SWIMMERS - Better swim move
PUPPETS - Players have strings attached to them.
STAMINA - No fatigue

989
04:57
1ST QTR
CHANDLER


NFL GAMEDAY 99
MENU
OPTIONS
MUSIC
NORMAL
ANNOUNCER
NORMAL
PENALTIES
NORMAL
INJURIES
NORMAL
HELP
CONTROLLER
EASTER EGGS

On the Game Options Screen, access the Easter Eggs option.


NFL GAMEDAY 99
OPTIONS
EASTER EGGS
EASTER EGG LIST
1 BIG BALLS
2 TELE TUMMY
3 PLAYING CARDS
4 MIND READER
5 COFFEE BREAK
6 SWIMMERS
7 PUPPETS
8 STAMINA
ADD ENTRY
REMOVE ENTRY
HELP

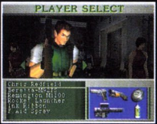
On the Easter Eggs Screen, add one of the code entries.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

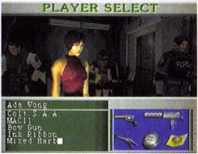
To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then, you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Complete Level 2 of Extreme Battle to get Chris Redfield.


PLAYER SELECT
Chris Redfield
Beretta-M92FS
Remington M1100
Rocket Launcher
Ink Ribbon
F.Aid Spray

Now you can choose Chris at the Player Select Screen.

Beat Extreme Battle on Level 1 to get access to Ada.

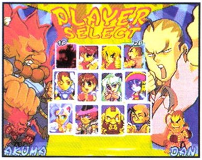

PLAYER SELECT
Ada Wong
Colt.S.A.A.
MAC11
Bow Gun
Ink Ribbon
Mixed Herb

You can now choose Ada at the Player Select Screen.

Pocket Fighter

Play as Akuma and Dan

These characters are simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move Left of Ryu to find Akuma and move Right of Ken to find Dan.


PLAYER SELECT
1P
2P
AKUMA
DAN

On the Player Select Screen, highlight next to Ryu or Ken.

Tip

Do you have a trick that you, and only you know? Don't hold back—write us at...

Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press: Jump (1X), Pass (2X) and pad Down. (Note: Only works in Two-player Mode.)

To Show More Field press: Jump (2X), Pass (1X) and pad Right.

For Fog On press: Jump (3X) and pad Down.

For Fast Turbo Running press: Jump (3X), Pass (2X) and pad Left.

For Huge Head press: Jump (4X) and pad Up.

For Thick Fog press: Jump (4X), Pass (1X) and pad Down.

For Super Blitzing press: Jump (4X), Pass (5X) and pad Up.

For Big Ball press: Jump (5X) and pad Right.

To Hide Receiver Name press: Turbo (1X), Pass (2X) and pad Right.

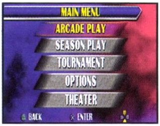
For Tournament Mode press: Turbo (1X), Jump (1X), Pass (1X) and pad Down.

For Random Play Choice press: Turbo (1X), Jump (1X), Pass (5X) and pad Left.

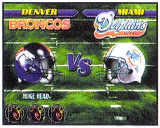
For Super Field Goals press: Turbo (1X), Jump (2X), Pass (3X) and pad Left.

For Big Players press: Turbo (1X), Jump (4X), Pass (1X) and pad Right.

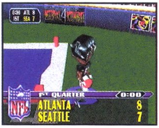
(Note: These tricks work on a preproduction version of the game and are subject to change).


MAIN MENU
ARCADE PLAY
SEASON PLAY
TOURNAMENT
OPTIONS
THEATER
BACK
ENTER

From the Main Menu Screen, access "Arcade Play."


DENVER
BRONCOS
MIAMI
Dolphins
VS
HUGE HEAD.

Enter the codes at the Vs. Screen with the two helmets.


ATL 8
1ST SEA 7
1ST QUARTER
0:00
ATLANTA 8
SEATTLE 7

One of the codes will give your player a huge head!

NYG 0
TURBO
PRESS START

Another code will make your team larger than opponents.

Madden NFL 99

Cheat Codes

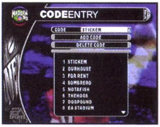
At the Main Menu Screen, move down, highlight and access the "Code Entry" option. On the Code Entry Screen, press X on New Code and enter any of these codes for the results shown:

New Teams

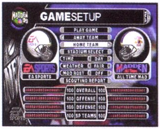
BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden 98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANDNOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK - '99 Cleveland Browns
INTHEGAME - EA Sports Team

Secret Stadiums

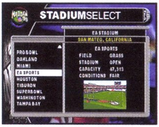
EA STADIUM - EA Sports
DOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland


CODEENTRY
CODE
STICKEM
ADD CODE
DELETE CODE
1 STICKEM
2 OURHOUSE
3 FOR RENT
4 SOMBRERO
5 NOTAFISH
6 THEHOGS
7 DOGPOUND
8 EA STADIUM

On the Code Entry Screen, put in one of the codes as shown.


GAMESETUP
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
TIME
DAY
WEATHER
FAIR
MOD ROST
OFF
SCOUTING REPORT
EA SPORTS
ALL TIME MAD
100 OVERALL 100
100 OFFENSE 100
100 DEFENSE 100
100 SP TEAMS 100

On Game Setup, you'll see the new teams you entered.


STADIUMSELECT
PRO BOWL
OAKLAND
MIAMI
EA SPORTS
HOUSTON
TIBURON
SUPERBOWL
WASHINGTON
TAMPA BAY
EA STADIUM
SAN MATEO, CALIFORNIA
EA SPORTS
FIELD GRASS
STADIUM OPEN
CAPACITY 47,313
CONDITIONS FAIR

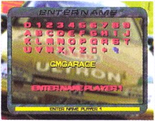
On the Stadium Select Screen, you'll see the new stadiums!

TOCA: Touring Car Championship

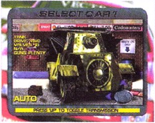
Many Cheats

Enter these names when you are naming your driver, then the game will announce, "Cheat Mode enabled" then you enter your name as normal.

JHAMMO - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEM - To obtain TOCA Showdown, mirrored championship
CMNOHITS - Disable collision detection
CMSTARS - Staring Sky Mode
CMTOON - Cartoon background
CMDISCO - Volcanic track
CMCOPTER - Helicopter view
CMGARAGE - Bonus tank
CMCHUN - Go-kart Mode
CMLOGRAV - Low gravity
CMRAINUP - Reverse falling rain
XBOOSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode
CMDISCO - Gives multicolored fog


ENTER NAME
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z
CMGARAGE
ENTER NAME PLAYER 1
ENTER NAME PLAYER 1

On the "Enter Name" Screen, put in one of the codes.


SELECT CAR 1
TANK
DRIVE: 4WD
VALVES: 8
N/A
GUNS: PLENTY
AUTO
PRESS UP TO TOGGLE TRANSMISSION

Entering CMGARAGE will get you access to this tank!

Trick of the Month

Save DATA?
Yes→● No→●

Tomba!
While playing Tomba!, if you are low on hit points, just find a save point and save the game. After you do this, press Start and choose "load game" and load the game that you just saved and you will have full hit points!

Auto Destruct

Cheat Menu

In the middle of your game, press Start to pause. At the Pause Menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. This will reveal the Cheat Menu. Now you can do these codes from the Cheat Menu unless otherwise noted:
Extra Nitros: L1, Circle, Down, L1, Up, Square, Circle, R1
Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1
Add One Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1
Invulnerability: L1, L1, L1,L1, Left, Circle, Circle, Square, L1
Infinite Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down
Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1
Car Select: In the Car Tuneup Menu press Left, R1, Right, R1, Left, R1, Right, R1
Blood Mode: L1, Down, R1, Left, L1, Right, R1
Angels: (works when Blood Mode is enabled) Up, R1, Down, L1, Up, Left, R1, Right, L1
Choose Mission: Up, Down, Circle, L1, R1, L1, Circle, Down, Up
Next Mission: Square, Circle, R1, L1, Circle, Down, L1, Up
All Time Trials Available: R1, L1, Circle, Left, Circle, Circle, Left, L1, Circle
New York Time Trial: Under the Main Menu's Time Trials Option, press L1, Right, Down, Left, Up, R1.
Tokyo Time Trial: Under the Main Menu's Time Trials Option, press L1, Left, Right, R1, Left, Right, L1.

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.
Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.
Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.
Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.
Big Arms: Beat the game without continuing on Level Four or above.
Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.
School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

CART World Series

Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:
NIGHTRID - Drive at night.
SPACERID - Tron-like tracks
GEK - You will race two laps in Season Mode.
WHEELS - There will be no body on your car.
FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).
RADBRAD - Tracks have more gravity than normal.
BANZAI - You won't collide with any other cars.

Colony Wars

Cheat Passwords

On the Main Menu Screen, go into the Options and then highlight and enter the Password Option. Choose "Enter" and put in one of the codes shown below for various results. The passwords are case sensitive, so enter them exactly as shown:
Hestas*Retort - Infinite Energy
Commander*Jeffer - Access to all levels, missions, acts, movies (at the Main Menu Screen)
Tranquillex - Super-cooled weapons (don't heat up)
Memo*X33RTY - Infinite secondary weapons
All*cheats*off - Turns off all the cheats

Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.
Mission Skip: X, Square, Square, Circle, Triangle, Circle
Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle
Chronoshift: Triangle, Circle, Circle, Square, Square, X
Money: Square, Square, Circle, X, Triangle, Circle
"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each Shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, choose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Dynasty Warriors

Play as Sun Shang Xiang

In order to play as Sun Shang Xiang, go to the Title Screen, highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

Excalibur 2555 A.D.

Password Access

Any time during the game, press Start to pause. Now press Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle. Now unpause the game and the screen will change to the Level Complete animation. You will then be awarded with a password for that level, and be transported to the next. This trick has been proven to work on the preproduction copy and may change in the final version.

Fantastic Four

Secret Cheat Menu

This trick will get you a Cheat Menu that gives you four more options in the Options Screen. Just go to the Main Menu with The Thing's face, and access the Options Menu. Inside this screen, highlight "Training" and then press all four Shift buttons at once (L1+L2+R1+R2). The new options will appear underneath the Training Option. These include Invincible, Level Skip, Big Boy and Free Play. All of them have meters with Off and On switches, with the exception of Big Boy, which has a meter where you can grow or shrink your character.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth.
By pressing these buttons continuously, you should see the number of

the first item you initially chose increase steadily.

Formula 1: CE

Many Game Cheats

Enter any of the following cheat codes at the "Edit Driver" Option to receive various results within a race. Begin your race to see the results.

For Four Bonus Tracks enter: **BILLY BONUS**

For Helicopter View enter: **ZOOM LENSE**

For Background Music/New Sound Effects enter: **SWAP SHOP**

For Sprite Commentators enter: **BOX CHATTER**

For Huge Tires enter: **LITTLE WEELZ**

For WipeOut 2097 Mode enter: **PI MAN**

For Virtual Graphics enter: **VIRTUALLY VIRTUAL**

For Raining Frogs enter: **CATS DOGS** (Note: Be sure to switch the Weather Option to view this code.)

Frogger

Level Select

These tricks will give you some great cheats to help you along in the classic come back to life.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Once you do either of these tricks, you will see the results in text on the bottom of the screen.

Gex: Enter the Gecko

Many Codes

Use this legend to the tricks command:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly.

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level select
ALOUD = One-liners (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and press **Square** for the best times.)

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Herc's Adventure

Unlimited Gyros

If you've played this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros were originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

Jet Moto 2

All Tracks, Race as Enigma

From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-player option. Choose Li'l Dave at the Select Rider Screen (Press X). Now press Triangle until you go back to the Title Screen. Press Up, Down, Left, Right, R2, R1, L2, L1 (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-player Option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press Up, Left, Down, Right, Square, R2, Circle, L2 (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo off. Go in the One-player Option and pick Bomber. Go back to the Title Screen again and press R2, R1, L1, L2, R2, R1, L1, L2 (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

K1: The Arena Fighters

Boss, Strength, See Ending

These tricks will give you a few new options to utilize.

Boss Code: Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press Up, Up, Down, Left, Right, Left, Right, Start. Master Ishii will appear to the right of the other fighters.

Strength Adjust: During a match, press Start to pause. Then press L2, R1, L1, R1, L2, R1. You will see numbers flashing on the left and right side. Use the directional pad to move numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.

See the Ending: Turn on the PlayStation with the K-1 disc inside. Now hold L1+L2+Triangle+Circle+Left on both controllers while the game loads. Continue to hold them until the demo begins. Instead of the normal intro, you will be treated to the ending cinema, complete with the game credits. This cinema will show what the fighters had to go through in the development of the game.

Machine Hunter

Various Cheats

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes for the results shown below. You will hear an explosion sound to confirm that they worked:

****URANUS****—Unlimited Continues
****SATURN****— View End Movie
SHOWCREDIT—Show Credits
NO MISSION (with space)—Activates exit areas without needing to complete goals
GRIMREAPER—One-shot kills
INVINCIBLE—Invincibility

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called Tecmo's Deception to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.

View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.
Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.
Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.
Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.
CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.
Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.
Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.
Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

N2O

Level Passwords

Access the "Enter Code" Option and enter any of the following level passwords:

Level 2: Circle, X, X, X, Square, Circle, Square, X
Level 3: Circle, X, Circle, Circle, Square, Triangle, X, Triangle
Level 4: Circle, Circle, Triangle, Circle, Triangle, Square, Square
Level 5: Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle
Level 6: Square, Square, Circle, Square, Triangle, X, Triangle, X
Level 7: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle
Level 8: Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square
Level 9: Square, Circle, X, Triangle, Square, Square, X, Circle
Level 10: X, Triangle, Square, Circle, Triangle, X, X, X
Level 11: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle
Level 12: Circle, X, X, X, Triangle, X, X, Square
Level 13: Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle
Level 14: Square, Square, Triangle, Circle, Circle, Triangle, Circle, X
Level 15: Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle
Level 16: Circle, Square, Triangle, X, Circle, Circle, Circle, X
Level 17: X, Circle, Triangle, X, Square, Square, Square, Circle
Level 18: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X
Level 19: Square, X, Circle, Square, Circle, X, X, Triangle
Level 20: Circle, Square, Triangle, Square, Square, Square, Square, Square
Level 21: Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle
Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X
Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle
Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square
Level 25: Circle, X, Triangle, X, Square, Triangle, X, Circle
Level 26: Square, Circle, Circle, Circle, X, Circle, X, X
Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle
Level 28: X, X, Circle, Triangle, Square, Circle, X, Square
Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle, Circle
Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

NASCAR 98

Various Game Cheats

There are a few tricks here that will affect the type of car you have or add some kind of effect to it.

EA Sports Car: This trick can only be done in Exhibition Mode. Go to the Race Setup/Car Select Screen and highlight the Kenny Wallace car. Then hold X and press Up and Down.

Faster Car: To build a faster car you must go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up.

Pinnacle Car: This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labontes' car. Hold X and press Up then Down.

Need For Speed III

Multiple Cheats

Do these codes immediately after you press Start on the "Race" Screen (Right before it loads in the level):

Horn Cheat - Press and hold Start+Select+R1+L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash.

Slow Motion - Press and hold Up+X+Triangle. This will slow the game down by about 20 percent.

Increase Car Weight - Press and hold Select+Square+X. This enables you to push most of the cars off the road (especially the police in Hot Pursuit Mode)!

Police Talk - This makes the cops talk differently in Hot Pursuit Mode.
Different Accent: Up+R1+L2
German: Up+R2+L1
Spanish: Down+R2+L1
Italian: Left+R2+L1
French: Right+R2+L1

NFL Xtreme

Player Alterations

From the Main Menu, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

GEORGE GIRAFFE - The quarterback has a neck like a giraffe.
LAMEBOY LENNY - All players walk around like they are lame.
BIGHEAD BOBBY - All players have huge heads.
MONKEY MICKY - All players have huge arms.
TINY TOM - All players are tiny.

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square
YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1
YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square
YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square
Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X
Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X
Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2
Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2
Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1
Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square
Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2
Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2
Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle
Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X
Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2
Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2
Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X
Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1

Street Fighter Collection

Play as Akuma and Cammy

To play as Akuma, pick Super Street Fighter II Turbo on Disc 1 and choose the Arcade or Versus Mode. Now highlight Ryu. Press and hold L1 and then immediately press R1. Akuma's shadow will appear. Cammy is hidden on Disc 2 of the collection. To get her you must first play through with M. Bison and get a first-place score. Enter your initials as CAM. She will now be available for VS. and Training Modes only. To get her, highlight Bison and press Start twice on him.

Street Fighter EX+ α

Hidden Bonus Barrel Game

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II.

Aluminum Bat for Cracker Jack

To switch from Cracker Jack's wooden bat to an aluminum one enter the following code: Select Cracker Jack, then press and hold Up+Square+Circle+R1+R2 until the match begins.

Test Drive 4

Nitro Boost, Small Cars

There are even more codes you can use from a Single Race game. You must race a track and get a course record (the Drag Race is the easiest). Then enter these codes as the names:
To get a nitro boost every time you honk your horn enter: WHOOOOSH
To get small RC cars enter: MJCIM.RC

Thunder Truck Rally

Game Cheats

Here are a few codes to enter before you take your favorite monster truck to the track. To access them, go to the Main Menu Screen and enter the following for various results. You will hear a burp, if entered correctly.

For Big Trucks enter: L1, R2, L2, R1 and Up. Then begin your race and your truck will have a new shape!

For No Damage enter: Left, Left, Left, Left, Up, Down, L1 and R2. Then begin your race without any worries of breaking down on the track!

For Super Car enter: L2, Left, Right, Up, Down, R2. Then begin your race and zoom ahead to first position.

Time Crisis

Nine Lives/Weapons Reload

This cool 3D shooter comes with a couple cheats you can easily access by following these methods. To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs next to the word TIME. If your shots are accurate a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

Tomb Raider

Level Skip

Through the many rumors of there being a Level Skip code for the PlayStation version, one actually came true! To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2, and L2. Now, when you return to your game you should then proceed to the next level of the game! You could even use it to get to the end, but you don't really want to do that, right?

Triple Play 99

In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right
Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square
Cheat Crowd Comment - Up, Triangle, Down, X
Cheat Weather Comment - X, Down, Triangle, Up
Cheat Sponsor Comment - Left, Square, Right, Circle
Cheat Nickname Game - Circle, Right, Square, Left
Cheat Historical - Up, Triangle, Right, Circle
Cheat Stadium Info - Down, X, Right, Circle
Cheat Crowd Applause - Triangle, Up, Up, Triangle
Cheat Crowd Cheer - Square, Left, Left, Square
Cheat Crowd Ooh - X, Down, Down, X
Cheat Boo - Circle, Right, Right, Circle
Cheat User Cam - Right, Left, Up, Down, Right, Left
Cheat Overview of Batter - Left Square, Up, Triangle

VR Sports Powerboat Racing

Many Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any one of these names for the results shown below:

COMPACT - Tiny boats
DEFORM - Huge heads
LARGE- Big engines
SPEEED- Faster boats

From the Main Menu, go to the Password Option and enter one of these codes on the Password Screen for the results shown below:

CUP - Championship Mode
LR - Slalom Course
U.G. - Mines level
PLA - Hidden Monohull boats
MIN - Minnow level Catamarans
IKE - Pike level Catamarans
CUD - Barracuda level Catamarans

Wild Arms

255 Item Cheat

This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.

Tricks Hotlines

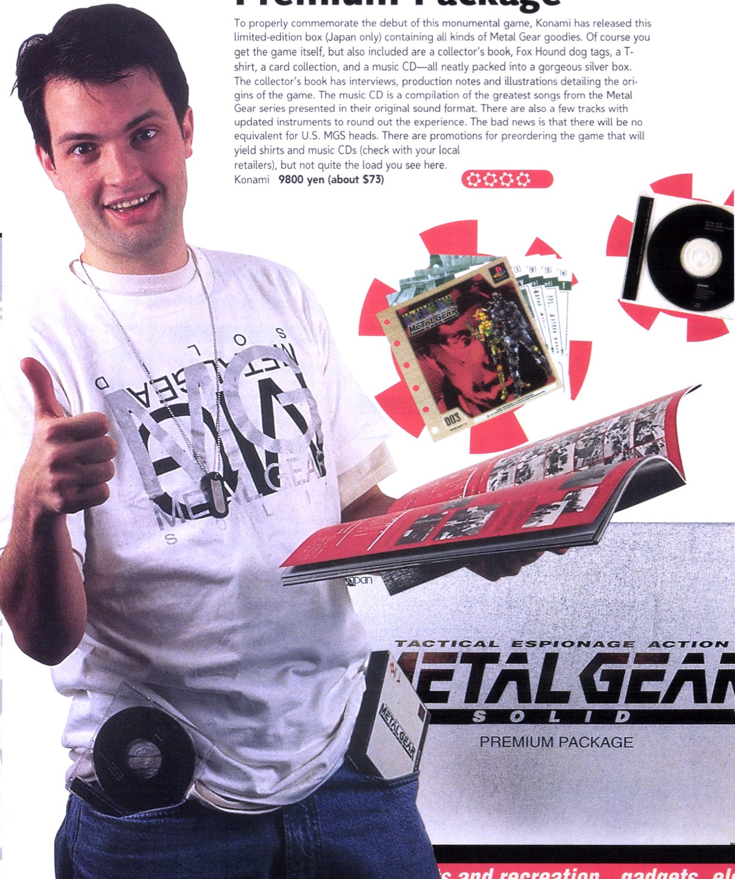
Are you stuck in the middle of a tough game? Try calling the company that makes the game! They'll be happy to hear from you. Really.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
ASCII	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
Koei	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
LucasArts	(415) 507-4545
Maxis	(510) 933-5630
Microprose	(410) 771-1151
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

Metal Gear Premium Package

To properly commemorate the debut of this monumental game, Konami has released this limited-edition box (Japan only) containing all kinds of Metal Gear goodies. Of course you get the game itself, but also included are a collector's book, Fox Hound dog tags, a T-shirt, a card collection, and a music CD—all neatly packed into a gorgeous silver box. The collector's book has interviews, production notes and illustrations detailing the origins of the game. The music CD is a compilation of the greatest songs from the Metal Gear series presented in their original sound format. There are also a few tracks with updated instruments to round out the experience. The bad news is that there will be no equivalent for U.S. MGS heads. There are promotions for preordering the game that will yield shirts and music CDs (check with your local retailers), but not quite the load you see here.

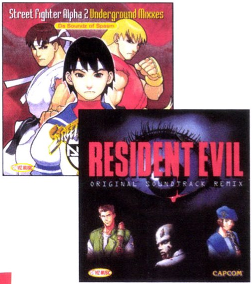
Konami **9800 yen (about $73)** ⚙⚙⚙⚙



SPORTS Feel BASEBALL
BASE 2
BASE 1
BASE 3
HOME
RESET
OFF
ON/START
SELECT
TIGER
SOUND/PITCH

⚙⚙⚙⚙⚙ **5G No question, this should be in your home**
⚙⚙⚙⚙ **4G Recommended, very cool**
⚙⚙⚙ **3G Pretty good, check it out**
⚙⚙ **2G Below average**
⚙ **1G Very lame**

Gaming Tunes


Street Fighter Alpha 2 Underground Mixxes
Da Soundz of Spasm
VIZ MUSIC
RESIDENT EVIL
ORIGINAL SOUNDTRACK REMIX
VIZ MUSIC
CAPCOM

Fans of Capcom music are in for a great treat. Available soon in a record store near you are the soundtracks for Resident Evil and a techno remix of Street Fighter Alpha 2 tunes. The **Resident Evil soundtrack** features the exact background music found in the game—moody and subtle instrumental songs abound. If you dig into old issues of *OPM*, you'll find we were hip to **Street Fighter Alpha 2: The Sounds of Spasm** when it originally appeared in Japan. We said it then and we'll say it again now, it rocks. The only drawback is that it only has seven tracks.

Viz Music **$16.95 each**

Resident Evil ⚙⚙⚙◐

Street Fighter Alpha 2 ⚙⚙⚙⚙

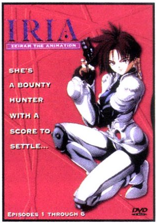
Attention Swingers!

The latest handheld to come from the folks at Tiger is Sports Feel Baseball. Why is it shaped like a bat? So you can swing it of course! Compete in one- or two-player games of Home Run Derby or a nine-inning game of only batting. You do have the option of playing with fielding, but only in the Two-player Mode. The mechanics of timing your swing with the pitch takes some getting used to, but the important thing is that it does work. Can be quite a workout if you really get into it.

Tiger Electronics **$24.95** ⚙⚙⚙

Legend of CRYSTANIA
The Motion Picture
Beyond The Island Of Lodoss Lies The Ultimate In Horror!
PIONEER
BASTARD!!
RESURRECTION

Anime VHS/DVD


IRIA
ZEIRAM THE ANIMATION
SHE'S A BOUNTY HUNTER WITH A SCORE TO SETTLE...
EPISODES 1 THROUGH 6
DVD

Iria: Zeiram The Animation

Iria: Zeiram The Animation will soon be available for the PlayStation in Japan, but for now you can check out her adventures in this special DVD edition collecting all six (162 min.) of her episodes. The video and sound quality are great and the story is packed with plenty of action. Recommended.

Iria/U.S. Manga Corps
162 min. DVD

⚙⚙⚙⚙

Legend of Crystania: The Motion Picture

Leaving off where the epic *Record of Lodoss Wars* ended, *Legend of Crystania* takes viewers to a different world. The animation is pretty low-grade for a movie, the story is somewhat disjointed and there's not very much action to go around. For die-hard Lodoss fans only.

AD Vision Approx.
85 min. VHS

⚙⚙

Bastard!!

Bastard!! is based on the comic series and was also an obscure Super Famicom game that featured pseudo-3D battles. This animation series takes the story of a kingdom on the brink of destruction by the four lords of Havoc. Their only hope is Dark Schneider a.k.a. Bastard!! Nice animation quality and interesting story.

Bastard!!/Pioneer 60 min. VHS

⚙⚙⚙

Letters

A glimpse into the demented minds of our readers

Dear OPM, I've been hearing a lot about third-party controllers and memory cards that cause damage to the PlayStation. Does Sony make any memory cards with more than 15 blocks of memory? Or is there a third-party card Sony endorses that won't cause damage to my PlayStation?

Joseph M.
Los Angeles, CA

When shopping for peripherals, all you need to do is look for the PlayStation logo on the box packaging. It's illegal for a product to display this logo unless it has been licensed by SCEA, who submit the product to a series of stringent tests to determine that it will not harm your PlayStation.

Sterilized by PlayStation?

Dear *OPM*,

I was wondering if game consoles or controllers emit any harmful forms of electromagnetic or other cancer-causing radiation. In other words, when I'm ready to start a family in another decade or so, am I going to find out that years of gaming with a controller near my lap have rendered me sterile, or worse? Just thought it might be good to know before I dive into Metal Gear Solid, Duke: Time to Kill or Spyro.

Mark W. Buckingham
markbuc@juno.com

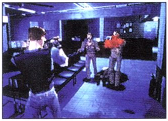
We took your question to the authorities at the American Cancer Institute, and although they didn't have any information specifically relating to the PlayStation, they did inform us that studies have been done concerning the effects of exposure to electromagnetic fields (or EMFs). Most electronic devices—from microwaves to stereo speakers—emit some sort of EMF, they said. However, they assured us that the studies have indicated no consistent correlation between exposure to EMFs and cancer. For further information, they referred us to a separately managed EMF information hotline, who in turn referred us to the Food and Drug Administration's Center for Devices and Radiological Health ... who apparently decided our call was a joke and never called back. In any event, not to worry; electrical devices are tested for emission of known forms of harmful radiation, and the general EMF studies, as previously mentioned, were promising. But hey, you can always buy lead-lined boxers, just to be safe. What are you doing with a Dual Shock in your lap, anyway?

Back From the Dead?

Dear *OPM*,

I am sending this message to ask for your help. As you know, Capcom did not release the first version they created of Resident Evil 2, but started over on a new version. There are a number of us trying to collect enough names and e-mails to send to Capcom, so that they realize that releasing "Resident Evil 1.5" would be good for both us and them. We would be very, very grateful if you could help us get RE 1.5 released. This isn't just a one-person quest; there are many of us working together at alt.games.resident-evil. We hope as many of your team as possible will give us their names to send to Capcom, as we feel your names and standing in the video game community will really help us get the game released. If you (or your readers) are interested, please e-mail me at the address listed below.

Jolan Martinez
jolan@jolan.demon.co.uk



Well, Jolan, as you no doubt realize, the first attempt at RE2 was only about 70 percent complete when it was, uh, killed. This means that finishing up the game for commercial release would require a substantial work investment on Capcom's part, for what they have admitted is a product inferior to the final RE2. While this is conceivable, especially considering Capcom's penchant for wringing every last drop from a popular franchise, it's pretty unlikely. Perhaps you should direct your energies toward convincing them to put together a demo version? (Hint, hint ...)

Once More, with Feeling

Dear *OPM*,

As the mother of a teen who plays video games all the time and has never been in trouble, I would like to speak my opinion. If my son were to go crazy and hurt or kill someone it would be his fault, and maybe mine—not the games'. If I missed something wrong like that, how could I blame the games because *I* wasn't paying attention? Wake up, people, and take some responsibility for you and your children's actions.

NeilYfan@aol.com

Yes, yes, we know we all but exhausted this topic a few issues back. But we couldn't resist putting this letter in for good measure, considering that in the debate over video game violence, it's rarely the parents who claim responsibility for their children's actions, as this parent has. Never let it be said that we didn't present all sides of the issue. Now, let's move on, shall we?

Screwed in the U.S.

Dear *OPM*,

I think it really sucks that U.S. PlayStation gamers are going to miss out on the Metal Gear Solid Premium Pack. Many U.S. gamers may not even know that it's common for games in Japan to come with all sorts of extras like full-color art books, music CDs and other cool bonuses. Maybe game companies don't bring these extras here because we just haven't come to expect them. We should let the companies know that we take our games every bit as seriously as gamers in Japan. The "localization" process shouldn't require downgrading a product for the States.

Eric Hinrichsen
via the internet

Check out this month's g.e.a.r. section for a glimpse of the MGS Platinum Pack. Publishers, we want the good stuff, too!

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.

We can't wait to hear from you.

MediEvil

Players	1	Developer	SCEE
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Action

✕	Attack
○	Special Move
□	Jump
△	Charge/Defend/Duck
L1	Not used
L2	Rotate Camera Left
R1	Side/Back Step
R2	Rotate Camera Right

Gone Shoppin'

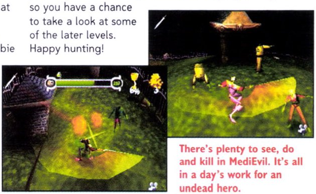
If you can locate the tomb on the first level that has a devil's head on it, you can trade in your coins to buy new weapons.

Perhaps the best way to describe MediEvil is that it plays like a 3D version of the classic Capcom game Ghouls 'n Ghosts. Those of you who have played that great game know what a compliment this is.

You play Sir Daniel Fortesque, a skeleton warrior who must stop the evil Zarok and his legion of zombie warriors. You wield your mighty sword that you can power up for a Super Spinning attack. If things get really desperate, Dan can even detach one of his arms and use it as a bludgeon.

Along the way, you can pick up many objects to help you on your quest. There are rune stones that act as keys, life bottles and the ever-popular video game icon, coins. Grab everything you can get your bony little hands on.

This demo is timed, so you might want to play through it slowly at first to explore everything. When you've got the landscape down, start flying through it so you have a chance to take a look at some of the later levels. Happy hunting!



There's plenty to see, do and kill in MediEvil. It's all in a day's work for an undead hero.

WarGames: Defcon 1

Players	1-2	Developer	MGM Int.
Availability	Now	Publisher	MGM Int.
Analog Controller	Yes	Genre	Action

✕	Primary Weapon
○	Secondary Weapon
□	Camera Control
△	Not used
L1	Switch Vehicles
L2	Camera Control
R1	Switch Vehicles
R2	Camera Control

A Nice Game of Chess?

WarGames is also available for the PC, but it is nothing like the PlayStation version. Instead, it's more like Command & Conquer.

OK, how many of you people out there owned a 3DO? First of all, we'd like to offer our condolences. Second, we'd like to ask how many of you played Return Fire on it. It was a surprisingly good game that would eventually be ported over to the PlayStation.

Now, MGM Interactive is bringing us WarGames: Defcon 1, a game that combines very Return Fire-ish gameplay and situations from the classic 1983 movie.

Choose your vehicle and take out the army controlled by WOPR. The computer is still playing the game!

All you need to do in this training mission is to destroy all of the bases that the super computer WOPR has constructed on the island. Using your three vehicles correctly is the key to victory.

Send the jeep around first to pick off the smaller units, then have the helicopter do a couple of fly-bys to knock the enemy's energy down. When that is done, drive the tank in to clean house. You'll win before you know it.

For an extra stealthy attack, take the back road in. There's a virtually unguarded path at the opposite side of your base's island that will let you get the drop on WOPR.

G. Darius

Players	1-2	Developer	Taito
Availability	Now	Publisher	THQ
Analog Controller	No	Genre	Action

✕	Fire Capture Ball
○	Fire
□	Rapid Fire
△	Not used
L1	Not used
L2	Not used
R1	Not used
R2	Not used

You Gotta Have Balls

Remember to be a bit stingy with your capture balls. You only get a limited number of them.

Shooters were such a big genre back in the days of the Sega Genesis. But once the 32-Bit systems started bringing us 3D adventures, it seemed the genre would never be popular again. Now, thanks to games such as Einhänder, Thunder Force V and G. Darius, it looks like shooters may reign once again.

PLAYER1 00097400
2P START BUTTON
CREDIT 2

In G. Darius, one or two players take their heavily armed ship on a crusade against an army of giant, robotic fish. Strange, yes, but it wouldn't be a Darius game without the robotic fish.

Yes, they're giant, robot fish. Now get over it! Just get in there and shoot 'em all down.

PLAYER1 00868410
WARNING!
A HUGE BATTLE SHIP ECLIPSE EYE IS APPROACHING FAST
CREDIT 2

The catch with G. Darius is that you can launch a capture ball at an enemy ship which will grab it and turn it into a Gradius-style option. From that point, you can fire your Alpha Beam, an incredibly powerful weapon.

Are shooters here to stay? Hopefully, we will continue to see the rebirth of this once-strong genre.

Dragon Seeds

Players	1-2	**Developer**	Jaleco
Availability	Now	**Publisher**	Jaleco
Analog Controller	No	**Genre**	Simulation

✕ Special
○ Sword
□ Reflection
△ Cancel
L1 Intimidate
L2 Not used
R1 Intimidate
R2 Not used

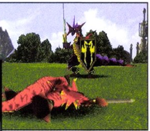
It's Alive!

The full version of Dragon Seeds will use memory card save games to create a unique monster for you to fight with.

Between Tamagotchis, Digimons and Tecmo's PlayStation game Monster Rancher, the whole virtual pet thing has really made its mark on popular culture. That effect is being seen once again in Jaleco's new game, Dragon Seeds.

In the game, you raise a baby dragon and train it to be the best possible fighter. Fighting is handled by inputting two commands for your dragon to follow. Of course, your opponent does the same, so the game is sort of a Rock, Paper, Scissors thing. You must anticipate what your foe will do so you can counter with the proper move. You can even fight against another person.

This demo begins with a fight between your tiny little dragon and a big, nasty one. Don't expect to win, but it gives you an idea of what you will be up against. From there, you can pick a new monster that you'd like to raise. There are a few different species to choose from. Good luck!



Some of the battle scenes show off wild special effects when the monsters perform special moves.

Colony Wars: Vengeance

Players	1	**Developer**	Psygnosis
Availability	Now	**Publisher**	Psygnosis
Analog Controller	No	**Genre**	Action

✕ Fire Guns
○ Aim/Fire Secondary
□ Cycle Through Guns
△ Cycle Through Secondary
L1 Thrust Backward
L2 Roll Left
R1 Thrust Forward
R2 Roll Right

Just So You Know ...

Apparently, there's only going to be a few land-based missions in the final version of Vengeance, so enjoy 'em while you can.

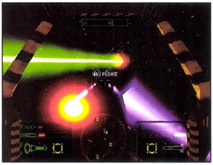
Flight sims are a rare breed on the more action-oriented console systems. Still, Psygnosis' recent game Colony Wars was so good that it put most PC flight sims to shame. Now, we're already getting a sequel, and it's looking great.

Like the original, Colony Wars: Vengeance is a mission-based sim set in outer space. It also sports some of the best graphics ever seen on the PlayStation.

New to the sequel are land-based missions. Now you can lay waste to enemy ships over a planet's surface. Check out this new feature by selecting Mission 2 on this demo. Right now, the land-based missions move much slower than the space missions, but hopefully, that will be fixed by the game's release.

In addition to the new ground levels, Vengeance sports a new weapons tracking system as well as indicators that track potential targets as well as the strength of enemy shields. There are also seven more weapons than were in the first game.

If you're jealous of your PC-owning friends and their flight sims, give Vengeance a go.



Man, is this game ever pretty. You can always count on Psygnosis to dish out a nice-lookin' game.

Future Cop L.A.P.D.

Players	1-2	**Developer**	Electronic Arts
Availability	Now	**Publisher**	Electronic Arts
Analog Controller	Yes	**Genre**	Action

✕ Fire Heavy
○ Fire Special
□ Fire Gun
△ Jump
L1 Action
L2 Jink Left
R1 Change Target
R2 Jink Right

Quick on the Trigger

Keep your finger on that Change Target button to attack the most dangerous threat at the moment.

Apparently, the future is going to be a pretty tough place. Crime has gotten so bad that the L.A.P.D. now has a special force of cops who pilot heavily armed vehicles that can transform from a hovering tank into a Battletech-ish mech.

The game plays much like Electronic Arts' popular Strike series with just a dash of that old Battletech game for the Sega Genesis. Why EA didn't just make this part of the Strike line is anyone's guess.

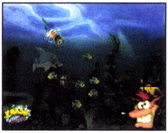
Perhaps the coolest feature of the game is the two-player Cooperative Mode. Here, you and a buddy can try to clean up the streets together with a split-screen view. After you tire of helping each other out, you can try to waste each other in the Battle Mode. Deathmatch, anyone?

There's plenty of action to be found in this demo, just don't go in with guns blazing, or you'll be dead. You have to think a bit in order to succeed.

Hey! It's just like that old C.O.P.S. cartoon. You're fighting crime in a future time. Well, it's sorta like it.

Crash Bandicoot: WARPED

Players	1	**Developer**	Naughty Dog
Availability	Now	**Publisher**	SCEA
Analog Controller	Yes	**Genre**	Action

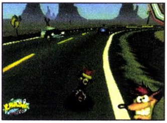


Crash finds himself in all sorts of crazy new situations ... again!

Crash Bandicoot started out innocently enough. Just another running, jumping mascot in a video game. Who would have expected him to become so popular so quickly?

Crash returns to the PlayStation for a third adventure with the new game, Crash Bandicoot: WARPED. In addition to Crash, you'll also be able to play some levels as his spunky sister, Coco.

Crash has gained some new techniques to make this game stand out from the rest. There's now underwater, flying (in a biplane) and Jetski-style levels. Looks like this bandicoot can learn some new tricks.



The variety of gameplay should keep WARPED fresh for a long time.

Abe's Exoddus

Players	1	**Developer**	Oddworld In.
Availability	Now	**Publisher**	GT Interactive
Analog Controller	No	**Genre**	Strategy

As you can see, they didn't skimp on the top-notch video scenes.

The original Oddworld game, Abe's Oddysee was meant to be the first in a series of five games set in the Oddworld universe, each one focusing on a different character.

Expect even more character interaction than was in the first Oddworld game.

However, the game's star, the loveable Abe proved so popular that he's now in a new game outside of the original planned five.

Abe's Exoddus continues the saga of Abe, and this demo shows the intro of the game, which picks up right at the ending of Abe's Oddysee.

Abe's Exoddus will play much like the first game, but with many more options to make the gameplay deeper and more involved.

Brave Fencer Musashi

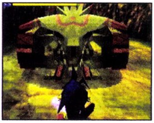
Players	1	**Developer**	Square Soft
Availability	Now	**Publisher**	Square EA LLC
Analog Controller	Yes	**Genre**	RPG

Sure, it's a mixture of genres, but Square's done it before. Remember Parasite Eve?

Square is one company that knows what they're doing. They've been branching out from their standard RPG fare into new territory.

Their latest game, Brave Fencer Musashi is a strange hybrid of RPGs and platform games. As you can see from the video, it looks like it's shaping up quite nicely. There are some crazy action sequences against a plethora of enemies and wild Boss characters.

Much of the action is played from a Pandemonium-type perspective, while other times, it's free-roaming, actually bearing some resemblance to Zelda 64. Like most Square games, it should be a ton of fun.



While there's a lot of action, there are also plenty of puzzles you'll need to solve to advance.

Rugrats

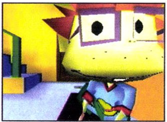
Players	1	**Developer**	n-Space
Availability	Now	**Publisher**	THQ
Analog Controller	Yes	**Genre**	Action

All of the loveable tykes from the cartoon are in the game.

If you're a kid (or a kid at heart), then you know the *Rugrats*. It's only one of the most popular kid's shows on cable TV. It seems only logical for such a popular show to be translated into a video game. The only question is why it took so long.

This demo is actually the opening sequence from the show rendered completely in polygons. While it shows no gameplay footage, it gives you a good idea as to what the game will look like. Expect a number of different gameplay styles, from 3D adventure to a whimsical game of miniature golf.

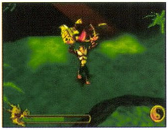
Now that we got the *Rugrats* done, can *Blue's Clues* and *Teletubbies* be far behind?



First the TV show, then a movie and now a video game. It's Rugrats mania!

T'ai Fu

Players	1	**Developer**	Dreamworks
Availability	Now	**Publisher**	Activision
Analog Controller	Yes	**Genre**	Adventure



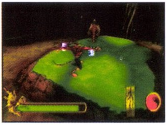
You must master many different techniques if you are going to help T'ai defeat the dreaded Dragon Master.

Sure, the premise is a little strange. You're T'ai, a kung fu-kickin' tiger who must defeat a legion of evil animals and their leader, the nefarious Dragon Master. It almost sounds like a cross between Eidos' Ninja and that old fighting game Brutal.

Still, despite its strange plot, the game is looking quite nice. It takes place in a 3D world consisting of 20 levels. As you progress through the levels, you'll come upon many different species of enemies to fight.

The cool part is that each of the different kinds of animals are also masters of their own type of martial art. Once they are defeated, you will learn new moves based on their techniques. By the end of the game, you can expect to have upward of 100 new moves at your disposal.

With its fast action and tons of moves, T'ai Fu should be grrrreat!

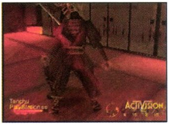


Forget about that eye of the tiger stuff. In this game, you'll be using the feet and the fists of the tiger.

Tenchu

Players	1	**Developer**	SME
Availability	Now	**Publisher**	Activision
Analog Controller	Yes	**Genre**	Adventure

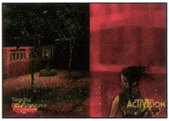
Tenchu rewards you more for being sneaky and remaining unseen than for rushing in for the kill. Be a true ninja.



Metal Gear Solid may be getting all the hype for being a stealthy action game, but you mustn't forget that Tenchu came first. Yep, all that sneaking-around-corners-and-killing-guys-without-them-seeing-you jazz existed in Japan for some time in the form of Tenchu.

In the game, you can play as one of two ninjas who partake in various missions which mostly involve the fun family activity of assassination. As you can see in this video, there's plenty of sneaking around and moving in for the kill, but sometime the action gets a bit hairy. If you happen to be noticed, get ready for a fight filled with buckets of spilled blood.

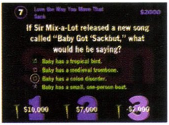
As an extra bonus, Activision is improving the game from the original Japanese version. Expect more blood, smarter bad guys and even two more levels. Bonus!



It's rare when the U.S. release of a game is better than the Japanese one, but this is one of those times.

You Don't Know Jack

Players	1-3	**Developer**	Berkley Sys.
Availability	Now	**Publisher**	Berkley Sys.
Analog Controller	No	**Genre**	Strategy

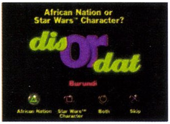

7
Love the Way You Move That Sack
$2000
If Sir Mix-a-Lot released a new song called "Baby Got 'Sackbut,'" what would he be saying?
Baby has a tropical bird.
Baby has a medieval trombone.
Baby has a colon disorder.
Baby has a small, one-person boat.
1
$10,000
2
$7,000
3
-$2,000

Bizarre questions and a smart-ass host are what make You Don't Know Jack stand out over other game show games.

Game show-type games have been a rarity on the PlayStation. It's too bad, really. With multiple players, they can be a ton of fun. Berkley Systems is looking to fill in this void with a translation of their hit PC game, You Don't Know Jack.

For those of you unfamiliar with the Jack games, they are a series of trivia games that are low on glitz and graphics, but high on fun and humor.

Unlike more serious quiz games, having a library of old TV themes stuck in your head will help you as much as a vast knowledge of world history. The best part of the game is the host, who's just as much a sarcastic jerk as David Spade on one of his smarmier days. If you can handle a game that insults you when you lose, give Jack a try.



Don't know the answer? Then just screw your neighbor and make them answer it!

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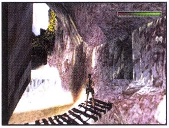
Next Month

A look ahead at our next issue

December 1998

Official U.S. PlayStation Magazine

On sale Nov. 17



LIVES
52
TURBO
52
4
RAIN

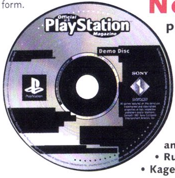
Big Reviews Galore!

Now that *OPM* has previewed almost all of the big holiday games (and even some of the small ones) coming out this year, the first *OPM* of the post-Metal Gear Solid era will put most of them to the test. December promises to be ridiculously loaded with reviews that include critiques of the long-awaited Tomb Raider III and Crash Bandicoot: WARPED (not to mention a playable demo to let you make your own judgement). Also look for reviews of notable games that include Apocalypse, Rally Cross 2, NHL 99, Wild 9, Formula 1 '98, DarkStalkers 3 and Abe's Exoddus.

Although we have tons of reviews, we still have to previews games, ya know? It's our job, or something. Filling out those lovely pages will be hands-on test drives of Twisted Metal 3, FIFA 99 (oh yes, another soccer game from EA), NBA Shoot Out '99, NBA Live 99 (NBA strike permitting) Superman (Kryptonite permitting), Roadster, NCAA GameBreaker '99 and finally—Tiger Woods 99 (let's see if that high-priced license was worth the money). Suffice to say, it looks like there's a lot of new sports games on the way (is there ever not?)

But, we can tell you one thing that's certainly worth the money, and that's our Crash Bandicoot: WARPED strategy guide. As always, we'll show you all of the secrets and strategies need to guide Crash through the game in perfect form.

Remember, if you want to see just how accurate our reviewers are, pop in the demo disc. This month's disc has several games reviewed in this very issue. Check 'em out!



Check Out Our Next Demo Disc!

playables

- **A Bug's Life • Crash 3: WARPED**
- **Invasion From Beyond**
- **Tomb Raider III**
- **Bomberman World**

Plus Encore Playable Demos Of:

Gran Turismo and Metal Gear Solid!

and five bonus video previews

• Running Wild • Silent Hill • Big Air • Kagero: Deception II • Knockout Kings

ELECTRONIC GAMING MONTHLY™

EGM rings in the holidays with an in-depth cover story on "the forever-in-the-making" Zelda 64. Will this game be the smash-hit Nintendo hopes it will be?

Also, our Review Crew puts Metal Gear Solid to the test. You've seen what *OPM* thinks about it, now find out how the *EGM* review crew really feels about the most anticipated game of the year. You may be surprised!

Zombies on the big screen? *EGM* gets inside the mind of writer/director George Romero to find out how "true to the game" he intends *Resident Evil: the Movie* to be. Will the feature film actually be carrying an "R" rating or will the gore be replaced with "less offensive" content? Find out Romero's thoughts on the game and its legacy.

On sale Nov. 10

Zelda fans can finally breath a sigh of relief. The title that launched a revolution is finally near completion. Find out what EGM has to say about it.

Jump
50
10
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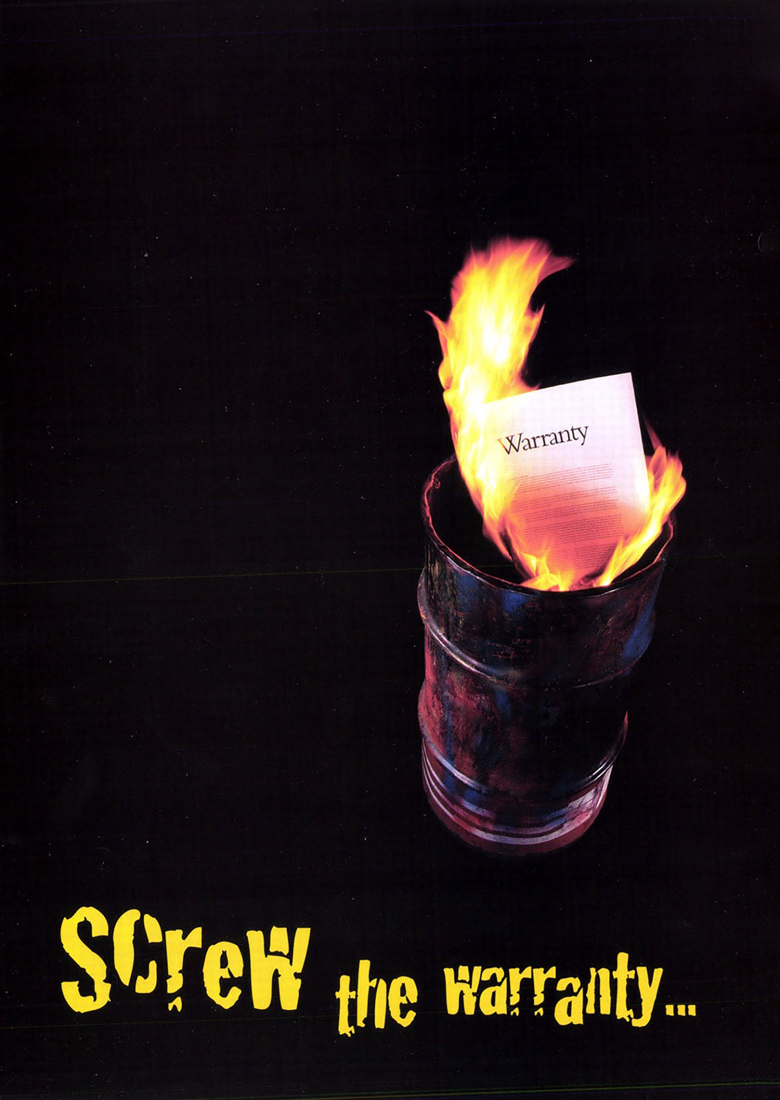
02

XG's December issue will be filled with guides on the hottest Nintendo 64 games.

EXPERT GAMER™

Gamers will definitely not want to miss the next *Expert Gamer*! It'll contain a first-look miniguide on both Turok 2 and Zelda 64 which will blow gamers away. As well, Buck Bumble may appear to be a cutesy game, but trying to complete the missions while defeating mutant insects is A LOT harder than it looks. That's why *XG* has a mega walk-through and detailed maps to help you out. Plus, we'll touch up on a few more tips for Metal Gear Solid and compare the U.S. version to the Japanese one.

On sale Nov. 24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Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

"Hello, Cleveland!"

Dear *OPM*,

Look, I've never written to *any* magazine before, but after reading your September 1998 issue I feel the need to compliment you. In your Parasite Eve review there is a definite *This is Spinal Tap* reference concerning spontaneous combustion. God bless you for this!! Being 27 years old, I often feel guilty for still playing video games, but this reference provides me with a great deal of redemption. Either you guys are at least as old as me, or you're very advanced/screwed-up for your ages. Either way, thank you!

Chris Ritko
critko@yahoo.com

Well, some of us are as old as you (and man, you're *old!*), and some of us are just exceptionally demented. But who couldn't love such a perfect marriage of *The Simpsons*, *The Princess Bride*, and *Laverne and Shirley*? [That's Harry Shearer, Christopher Guest and Michael McKeon, if you're wondering. —*Ed.*] It's just so carefully balanced on that fine line between stupid and clever ...

"Force" Feedback

Dear *OPM*,

I'd like to know if LucasArts is planning on coming out with a new Star Wars game anytime soon for the PlayStation. It seems that they have stuck with Nintendo and given up on us PlayStation owners!

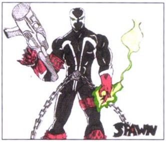
Matt Curtis
Sycamore, IL

Don't despair, LucasArts has confirmed that they are working on a slew of new games to support the upcoming prequels. Also confirmed, incidentally, is a new Indiana Jones title. Could a new Indy film be in the works?

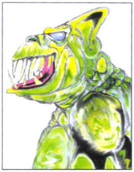
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

Look out, here comes more ... Reader Art!

We are now accepting entries for a Reader Art of the Month contest! All future submissions will be considered! Tune in to the coming issues for further details.



Jerry Parris, Rockmart, GA



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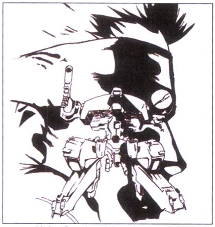

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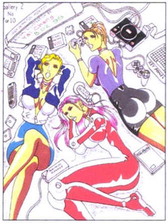

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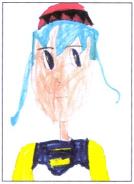

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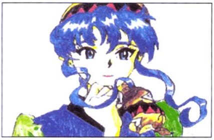

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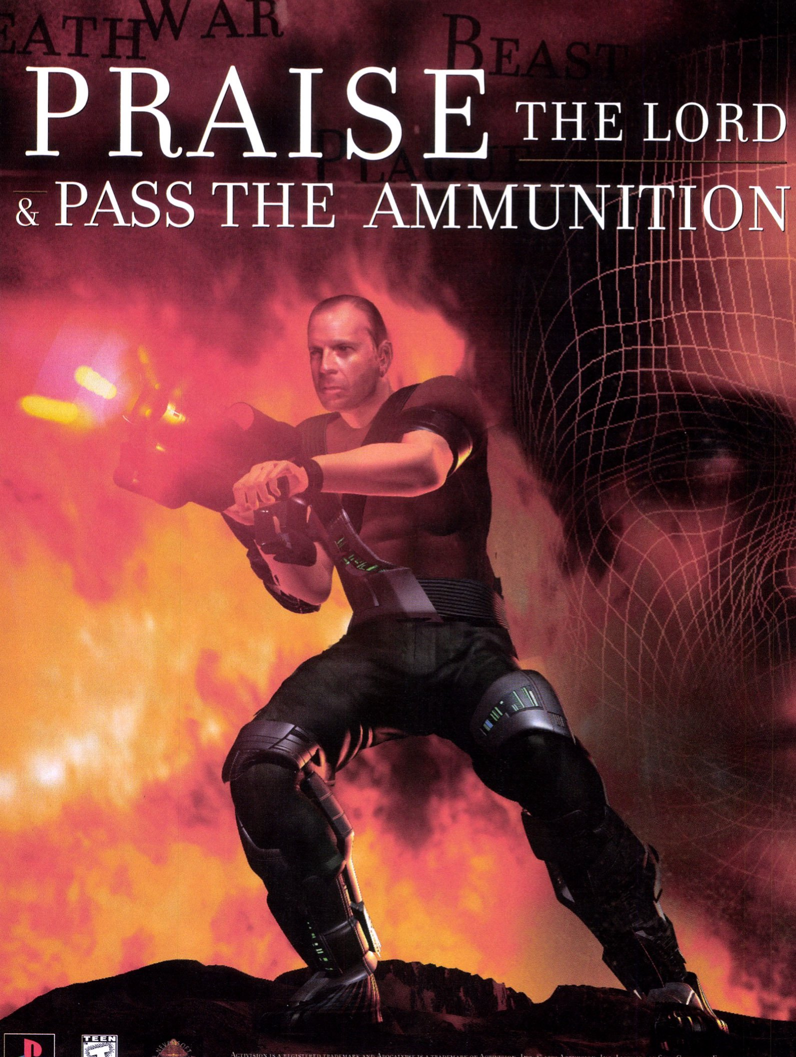
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PLAGUE
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& PASS THE AMMUNITION
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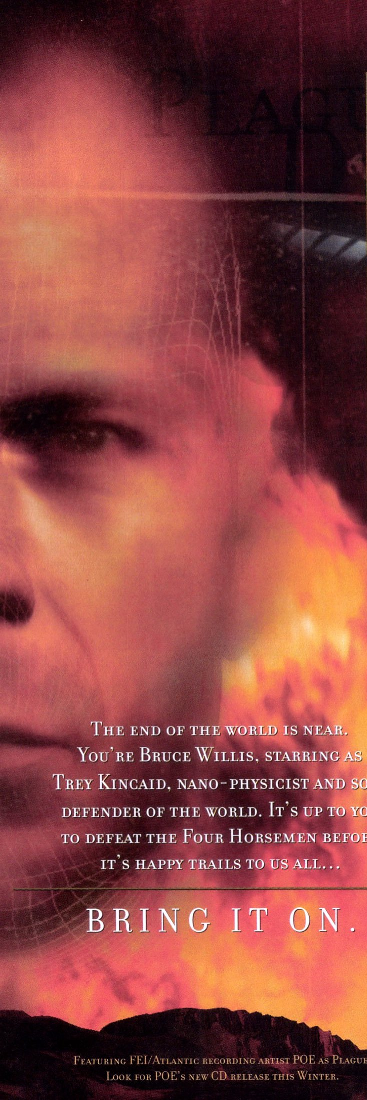
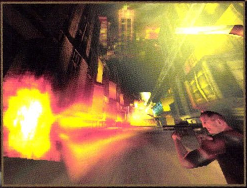


The end of the world is near.
You're Bruce Willis, starring as
Trey Kincaid, nano-physicist and sole
defender of the world. It's up to you
to defeat the Four Horsemen before
it's happy trails to us all...

BRING IT ON.



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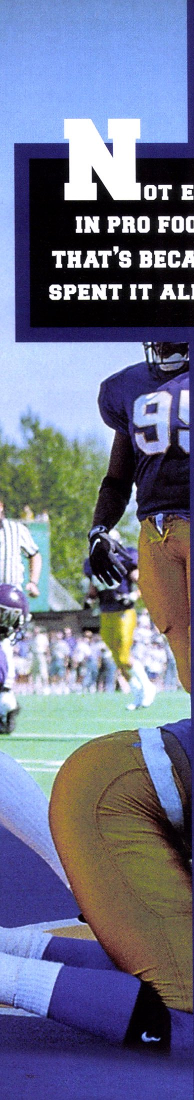

NOT ENOUGH EMOTION IN PRO FOOTBALL? MAYBE THAT'S BECAUSE THE PLAYERS SPENT IT ALL DURING COLLEGE.

There's nothing in the world of sports quite like college football. And there's nothing in the world of sports video games quite like NCAA GameBreaker '99. This year, GameBreaker returns with a host of features its competition can't touch. Compete for the Heisman Trophy, build your own dynasty with the blue-chip recruiting mode, and listen to the legendary Keith Jackson call the action. NCAA GameBreaker '99 from 989 Sports. It's college football at its best.

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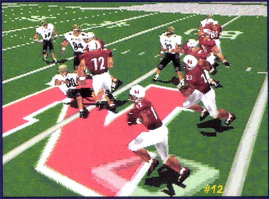

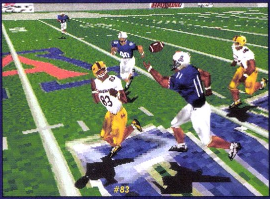

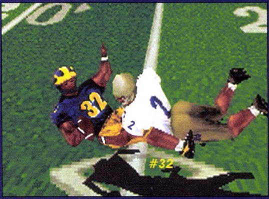

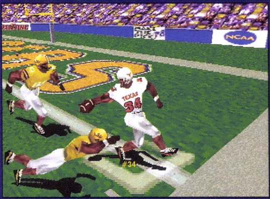

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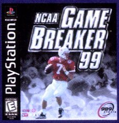


Sony Slashes Prices

There's never been a better time to buy a second PlayStation

PlayStation
DUAL SHOCK
$129

Getting into PlayStation gaming is cheaper than ever! SCEA has announced a $20 price drop on the Dual Shock PlayStation, bringing the system price to an MSRP of $129.95. Earlier this summer, Sony gave retailers the option to lower the price of the standard configuration of PS hardware to that price, which effectively made that configuration sell through, tripling the sales of the hardware, according to Andrew House, SCEA's V.P. of marketing.

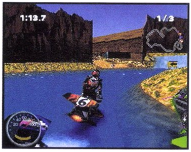
According to House, the PlayStation market has shifted from a predominantly older audience to bringing much younger players into the fold. Data collected by Sony shows that 35 percent of PlayStation owners are in the 13-17 age group, 30 percent more are 12 and under.

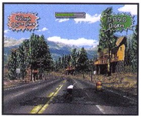
The PlayStation is also quickly overshadowing the N64, with only 15 percent of PlayStation owners having another console in the home. Previous surveys had 20-25 percent of PS owners also having an N64. Considering Sony has entered the fourth year of the system's life in the States (and more than that in Japan), its current increasing sales numbers are impressive.

In addition to announcing a lower price on the Dual Shock system, more games are becoming Greatest Hits and select peripherals are now cheaper. Additions to its Greatest Hits line include Cool Boarders 2, Crash Bandicoot 2: Cortex Strikes Back, ESPN eXtreme, Jet Moto 2 and Twisted Metal 2, priced at an MSRP of $24.99 (although they can be found as low as $19.99). PlayStation memory cards will now be priced at $14.99 in a bunch of new colors—black, clear, gray, emerald and blue. The standard digital controller will retail for $14.99 as well, with the Multi-Tap Unit lowered to $29.99 and the RFU Adapter dropped to $14.99.

According to Sony, PlayStation hardware sales have exceeded 11.5 million units, with software sales over 85 million units. Sony adds that PlayStation enjoys a 56.5 percent share in the current video game hardware market, and 64.2 percent in software.

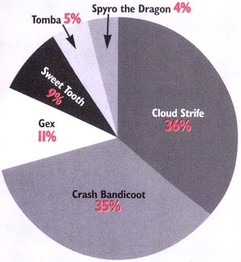
Greatest Hits newest additions include Crash Bandicoot 2, Twisted Metal 2 and Cool Boarders 2.





The results are in

Who's the best mascot for the PlayStation?



Source: videogames.com PlayStation poll results for Wed, Sept. 2, 1998.

Retro Control Comes to PS

Nyko plans to release a trackball controller for the PlayStation, which it unveiled at the Classic Video Game & Computer Show held this past August in Las Vegas. The Classic TrackBall is an oversized, high-density controller that recalls a time of classic arcade/home controllers. It's designed to work with all PlayStation Mouse-compatible titles and offers a turbo-fire feature as well.

This is the first time an official accessory has been designed specifically for use with retro titles. Nyko says that this controller is actually made from the original molds of the first Atari TrackBall accessory. Titles supporting the TrackBall control include Broken Sword, Command & Conquer, C&C: Red Alert, C&C: Retaliation, Centipede, Monopoly, Atari's Greatest Hits, DiscWorld II, Elemental Gearbolt and Clock Tower II.

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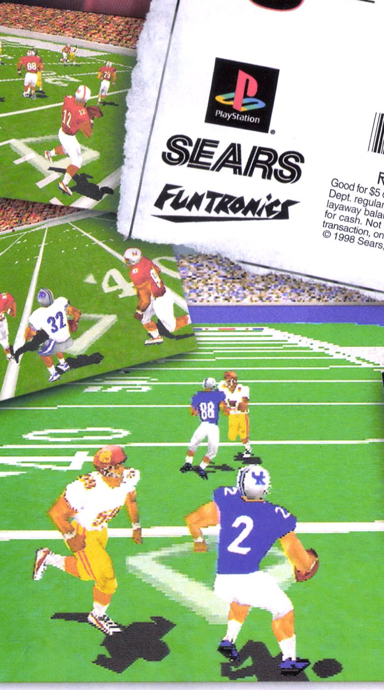

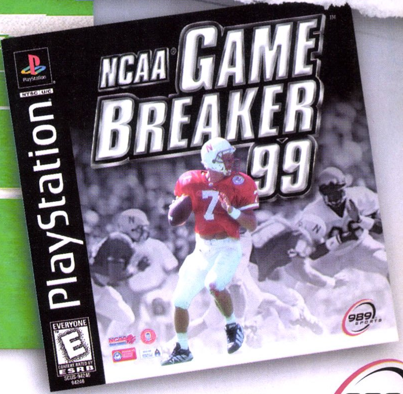

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989 SPORTS

Zombie Master Directs RE Movie

Resident Evil: The Movie promises to be an all-out gore fest

Resident Evil: The Movie just got better. George Romero, director of *Night of the Living Dead* and *The Dark Half* among others, will write and direct the big-screen version of the popular survival horror game. Production is at a very early stage—a location, stars and a time frame for the film's release have not been determined yet.

Zombie and horror movie director George Romero.

These zombies are from the Resident Evil 2 commercial, which Romero also directed.

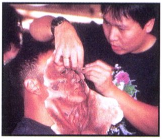
We spoke with Romero, who told us that Capcom is hoping to have the movie ready in time for the release of the third game.

He says that it will be a true horror film targeted at an older audience, those who are fans of the game. "I'm hoping that it can just be dark and chilling like the game—good zombies, good makeup, good effects. I've had the advantage, doing my zombie films, of not having to have them rated. I think for the U.S. release it's going to have to fall within an 'R' because it's going to be an expensive film, and nobody's going to take the chance of letting it go unrated."

Video games have taken a beating recently over violence issues, but it does not concern Romero. "Gore in color seems very comic booky to me, [especially] in a video game where it's just graphics and not real images of real actors," he says. "I don't think it has any sort of a tempting quality. Doesn't make you want more blood ... some people just don't like it, like some people don't like roller coasters." The plot will be based on the first Resident Evil game.

Romero says that the Japanese designers are intent on seeing the human characters kill the zombies with no remorse, but for dramatic purposes, that may change. Also, the rules of zombiedom created by Romero (one shot in the head and they're dead, etc.) are a little different in the game, but that it will probably follow some of the same rules in the movie.

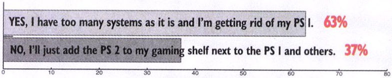
So far it sounds like the Resident Evil franchise is in good hands.



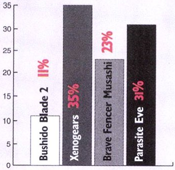
Back to the Polls

Do you think the PlayStation 2 should be able to play PlayStation 1 games if it makes the machine $50 more expensive than it would be without?

Source: videogames.com main poll results for Fri, Aug 14, 1998.

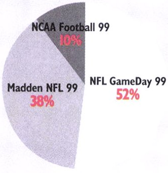


Which of the following Square games are you most looking forward to coming out this year?



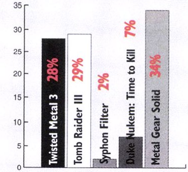
Source: videogames.com main poll results for Thurs, Aug. 6, 1998.

Which of these recent PlayStation football titles is your favorite?



Source: videogames.com main poll results for Mon, Aug. 31, 1998.

Which of the following games are you most looking forward to?



videogames.com psx poll results for Thurs, Aug 6, 1998

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ECTS News

• Gex Climbs into Bed With Lara

Crystal Dynamics confirmed at ECTS that it has been purchased by Eidos, home of Tomb Raider and video game babe Lara Croft. The company will now serve as a studio under Eidos' wing, with The Unholy War and Legacy of Kain: Soul Reaver being published by Eidos. Rumors have also been circling that Eidos will buy Psygnosis from Sony in the near future.

• Video Games All Day, Every Day

Game One, Europe's (and the world's) first video game channel went live via satellite the second day of ECTS. The channel offers 24 hours of six different programs featuring news, reviews, features and "inside perspectives" on video games. Estimated potential viewers by the end of '98 total more than 3 million. Producers praise the new channel as a pioneer, much like MTV was in the early '80s. Game One hopes to roll out in the States sometime in the future. In the meantime, if you're looking for video games on TV, check out GameSpot TV on ZDTV, available on DirecTV and cable/satellite services nationwide, Saturdays at 9:30 EST.

Metal Gear... Liquid?

In Japan, there is a custom of sending small gifts to acquaintances or business contacts at both the middle and end of the year. Game makers aren't excluded by this custom. Most companies send some sort of gift to their close business acquaintances. This year, Konami had an original idea—send a bottle of Metal Gear Solid wine to its biz contacts. The bottle's label features now-famous Metal Gear artwork, illustrated by Yoji Shinkawa. Now the dilemma is whether to drink it or to save it as a collector's item. Konami has done a similar thing previously, with wine bottles featuring the girls from its hit Tokimeki Memorial, which never appeared in the States. Companies in the States sometimes give out these kinds of gifts, usually around the winter holidays, but never something like a wine bottle with game art on it.

1998 ECTS and E3 Head-to-Head

There's lots of gaming trade shows, and you must be wondering what in the heck the difference is between them. We'll help you get to the bottom of all of this, and even tell you which is better in the end.

Category	E3	ECTS	Advantage
Location	Atlanta, Georgia (but L.A. next year!)	London, England	ECTS. But even moreso against Atlanta
Size	534,000 Square Feet	A shoebox (Comparatively, that is)	E3. Unless you're out of shape
Attendance	41,300	'Over 20,000'	ECTS. Crowds of sweaty journalists are no fun.
Companies attending	440	200	E3
Games on display	1,600	1,000	E3
Number of good games on display	1/8 of above number	1/5th of above number	ECTS. Quality, not quantity
% that are soccer and F-1 games	Less than 1%	Seemingly 99%	E3
% of booths serving lukewarm soft drinks	5%	95%	E3
% of U.S. models flown in to demo games	99% (roughly)	90% (roughly)	E3. Both shows love U.S. women.
The show's Web site	Very solid and professionally done	Horrible. Probably run by well-trained chimps	ECTS. Nothing wrong with employing chimps

Top 10

Special thanks to the many readers who have responded to Import Game Request! Check out our International Previews and tell us what you want!

Readers' Import Request

1. **Final Fantasy VIII** Square - RPG
2. **Ehrgeiz** Namco/ Square - Fighting
3. **Dragon Quest VII** Enix - RPG
4. **Capcom Generations** Capcom - Compilation
5. **Soul Calibur** Namco - Fighting
6. **Beat Mania** Konami - Misc
7. **Thousand Arms** Atlus - RPG
8. **Suikoden 2** Konami - RPG
9. **RPG Maker** Ascii - RPG
10. **DragonBall Z Ultimate Battle 22** Bandai - Fighting

Japan's Top 10-Selling PlayStation Games

September sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **SD Gundam Generation** Bandai - Simulation
2. **Jikkyo Power Prd Baseball 98** Konami - Sports
3. **Star Ocean: Second Story** Enix - RPG
4. **Astronoka** Enix - Misc.
5. **GunBarl** Nacmo - Shooting
6. **XI (sai)** SCEI - Puzzle
7. **BioHazard 2 Dual Shock** Capcom - Action
8. **The King of Fighters Kyo** SNK- Adventure
9. **Art Truck Battle** Human - Racing
10. **Echo Night** From Software - Adventure

U.K.'s Top 10-Selling PlayStation Games

August sales rankings courtesy of Chart Track, ©ELSPA 1998:

1. **World Cup 98** EA Sports - Sports
2. **Gran Turismo** SCEE - Racing
3. **Spice World** Virgin - Action
4. **Resident Evil 2** Capcom - Action
5. **Tomb Raider** (Platinum) Eidos - Action
6. **Tekken 2** (Platinum) Namco - Fighting
7. **Crash Bandicoot** (Platinum) SCEE - Action
8. **Die Hard Trilogy** (Platinum) EA - Action
9. **Three Lions** Take 2 -Sports
10. **FIA Formula 1** (Platinum) Psygnosis - Racing

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

Import Game Request Winners

November Winner
Jeff Sojada
Welland, Ontario, Canada

Vote for your most-wanted PlayStation import games and you can have a chance to win a free video from Manga Entertainment (see p.120 for contest rules). Send your requests via e-mail, snail mail, fax or online to the addresses listed in the Letters section. **Do it now!**

Drive Yourself Up The Wall!

- More than 200 levels of addictive puzzle madness provide hours of challenging gameplay
- Innovative 3D platforms allow you to flip the playing perspective 360 degrees
- Pick up coins, gems and fruit, and dodge countless perilous obstacles
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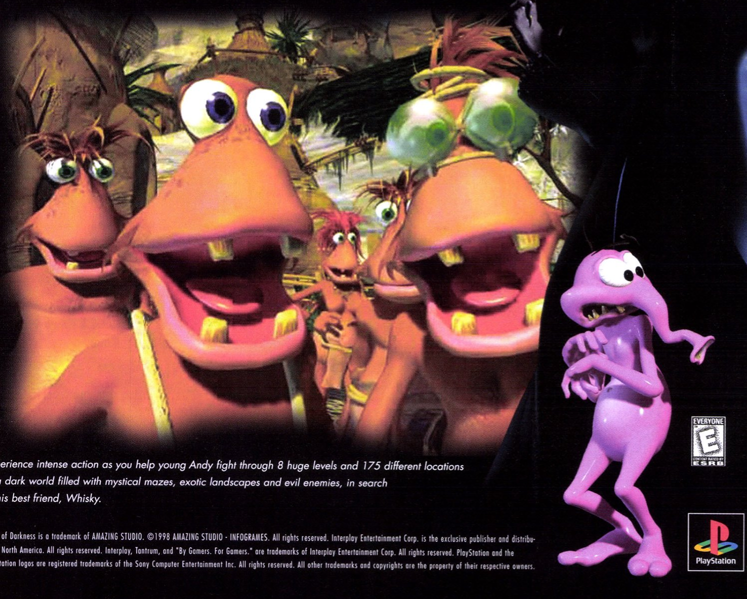
"This game is essentially perfect."

– EXPERT GAMER

Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.



Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his best friend, Whisky.

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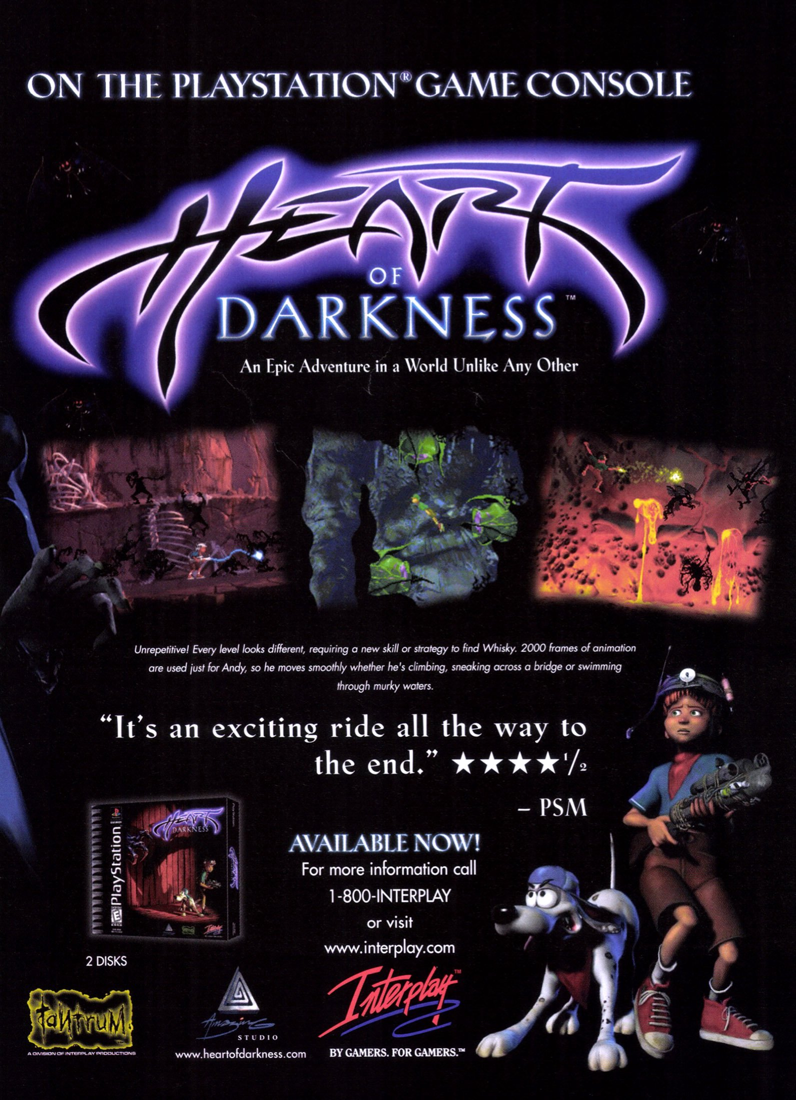

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HEART OF DARKNESS™

An Epic Adventure in a World Unlike Any Other

Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming through murky waters.

> "It's an exciting ride all the way to the end." ★★★★½
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> – PSM

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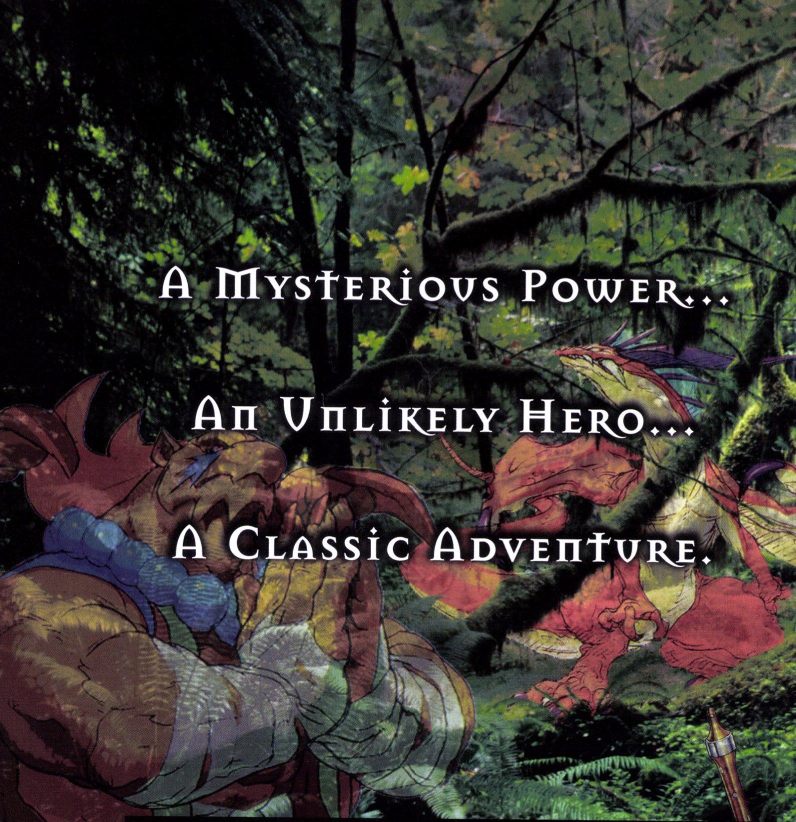

A Mysterious Power...
An Unlikely Hero...
A Classic Adventure.

LizardMn
LizrdPet
Garr AP 2 HP 104
Ryu AP 60 HP 87
Peco AP 21 HP 59

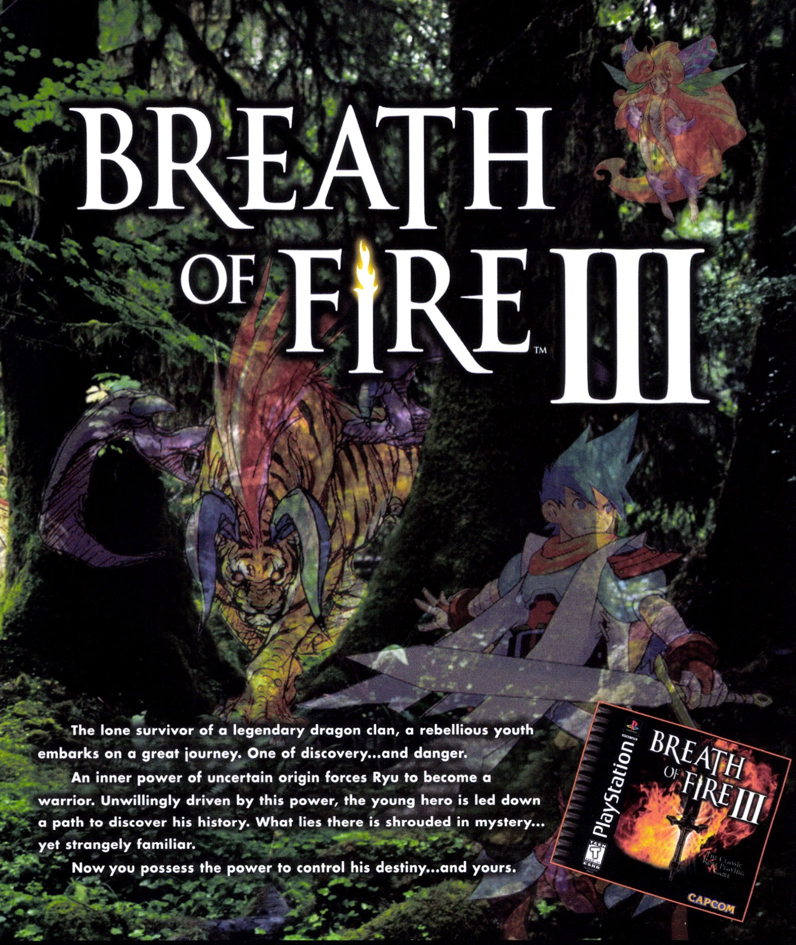
Unleash the power of *Fire Blast* and 50 other spectacular magic spells.

Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.

Flyman
Ryu AP 60 HP 244
Peco AP 34 HP 106
Momo AP 76 HP 84

Release the dragons inside...transform into many different forms, each with unique special abilities.

BREATH OF FIRE III™



The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 WWF War Zone

●●●●○

Publisher: Acclaim
Genre: Sports
Last Month: —
Release Date: July 1998

Why is WWF War Zone the number-one game this month? Because Stone Cold said so! Seriously though, wrestling must be more popular than we thought for it to grab the top spot so quickly. It had a lot of strong competition to beat.

2 Gran Turismo

●●●●●

Publisher: SCEA
Genre: Racing
Last Month: 1
Release Date: May 1998

It may have taken a bunch of sweaty, muscular men to do it, but the king of racing games has been dragged out of first place. Gran Turismo has been hanging around the top for a couple of months now. Will it remain there?

3 Mortal Kombat 4

●●●◐○

Publisher: Midway
Genre: Fighting
Last Month: 4
Release Date: June 1998

Since its release, Mortal Kombat 4 has been slowly working its way up the charts. It's even gone so far as to knock the former fighting game champ, Tekken 3, down quite a few spots. Apparently, people are still krazy for the Kombat.

4 NFL Xtreme

●●○○○

Publisher: 989 Studios
Genre: Sports
Last Month: —
Release Date: July 1998

Despite our lackluster reviews of it, NFL Xtreme proved extreme enough to earn a spot in the top five. Of course, how long will it remain ranked this high with the triple threat of Madden NFL 99, NFL GameDay 99 and NFL Blitz?

5 Road Rash 3D

●●●○○

Publisher: Electronic Arts
Genre: Racing
Last Month: 3
Release Date: June 1998

Even with a couple of powerful new entries this month, Road Rash 3D continues to hang in the top five. Still, it is slipping a bit. Is this Rash starting to heal, or will it heat up again and start infecting game players everywhere?

6 Tekken 3

●●●●●

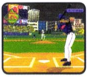
Publisher: Namco
Last Month: 2
Genre: Fighting
Release Date: May 1998

Tekken 3! What's the deal? You're the best 3D fighting game available on the PlayStation. How come you're slipping down in the ranks? Have people grown weary of you already? It can't be!

7 Triple Play 99

●●◐○○

Publisher: Electronic Arts
Last Month: 9
Genre: Sports
Release Date: Mar. 1998



For some reason, Triple Play 99 rises up the charts this month, surpassing MLB 99. It would seem that choppy animation is coming back *en vogue* with baseball fanatics.

8 Tomb Raider

●●●●○

Publisher: Eidos
Last Month: 10
Genre: Adventure
Release Date: Nov. 1996

Everyone's favorite tomb raider (and this month's cover girl), Lara Croft, will be starring in her third game soon. Still, her original adventure refuses to leave the charts after all this time.

9 Crash Bandicoot

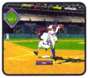
●●●○○

Publisher: SCEA
Last Month: 11
Genre: Action
Release Date: Sept. 1996

Crash was at number nine two months ago before dropping down to number 11. Now, he's back up to nine again. Apparently, you just can't keep a good bandicoot down.

10 MLB 99

●●●●○



Publisher: SCEA
Last Month: 7
Genre: Sports
Release Date: April 1998

Boy, MLB 99 and Triple Play 99 have spent the past few months jumping back and forth on the charts. They must be getting sick by now. Will one ever emerge as the true favorite baseball game?

11 Vigilante 8

●●●●○

Publisher: Activision
Last Month: 5
Genre: Action
Release Date: June 1998

Vigilante 8, despite being a great game, is slowly slipping down the charts. Could people be starting to anticipate the impending release of Twisted Metal 3 and Rogue Trip?

12 Need for Speed III

●●●●○

Publisher: Electronic Arts
Last Month: 8
Genre: Racing
Release Date: March 1998

It's a shame to see this game slipping so quickly. Out of all the racing games available for the PlayStation, it's one of the better ones. The competition must be stiff.

Source: NPD TRSTS Video Games, July, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, 1920 Highland Ave., Lombard, IL 60148 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on videogames.com

13 Mortal Kombat Trilogy

●●●○○

Publisher: Midway | **Last Month:** —
Genre: Fighting | **Release Date:** Oct. 1996

Now this is strange. With part four near the top of the charts, Mortal Kombat Trilogy comes out of nowhere to appear on the list. Folks just want all the MK action they can get.

14 Jeremy McGrath Supercross 98

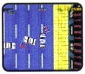
●●●○○

Publisher: Acclaim | **Last Month:** 6
Genre: Racing | **Release Date:** June 1998

After last month's love affair with racing games, they all seem to be slipping down the charts. Unfortunately, Jeremy McGrath is one of the victims. We hope he's not too upset.

15 Grand Theft Auto

●●◐○○



Publisher: Take 2 | **Last Month:** —
Genre: Action | **Release Date:** July 1998

What could possibly be more fun than being the bad guy? Grand Theft Auto lets you be a really bad guy as you car jack, run drugs and mow down innocent pedestrians. Fun for the whole family!

16 Resident Evil 2

●●●●●

Publisher: Capcom | **Last Month:** 12
Genre: Action | **Release Date:** Jan. 1998

It may be almost a year old, but people still dig Capcom's zombie-fest. Heck, rumors are already going around about Resident Evil parts three and four! Will we ever get enough? No way!

17 Tetris Plus

●●●◐○

Publisher: Jaleco | **Last Month:** 16
Genre: Puzzle | **Release Date:** Oct. 1996

Tetris Plus is one of those games that will probably be somewhere on the charts on any given month. Anyone can sit down and play this game. It's easy to learn and totally addictive.

18 Twisted Metal

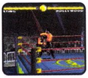
●●●○○

Publisher: SCEA | **Last Month:** 14
Genre: Action | **Release Date:** Nov. 1995

Twisted Metal has been around on the charts for a while. Now that Twisted Metal 2 has become a Greatest Hits title, will it also appear on these pages? Don't forget, part three is coming soon.

19 WCW Nitro

●●◐○○



Publisher: THQ | **Last Month:** 15
Genre: Sports | **Release Date:** Nov. 1997

Poor WCW! Not even the Slim Jim snappin' power of the Macho Man could prevent WWF War Zone from becoming the dominant wrestling game. How about a WCW vs. WWF game? Yeah, right ...

20 World Cup 98

●●●○○

Publisher: Electronic Arts | **Last Month:** 18
Genre: Sports | **Release Date:** June 1998

It's the most popular sport in the world, but it's slowly slipping off the tail end of the charts. Will it be able to survive with the sudden release of all those (U.S.) football games?

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Metal Gear Solid** Boy, oh boy. Everyone wants this game! It looks like Konami's got a hit on their hands.
2. **Tomb Raider III** What? Was this month's cover story not enough for you? Relax ... the game will be out soon.
3. **Silent Hill** Well, if you can't play Resident Evil 3, then at least you can play Silent Hill. It looks like a winner.
4. **Parasite Eve** Square's spooky new RPG is great. It's chock-full of the gory goodness kids love.
5. **Oddworld: Abe's Exoddus** The weird, yet adorable Abe is back in his latest adventure. How can you not love that little guy?
6. **Crash Bandicoot: WARPED** Crash has always been popular, and the new stages in WARPED should make the game even more fun.
7. **Tenchu** Sneaking around, slitting throats, escaping without being seen. Sounds like a typical night on the town for the *OPM* staff.
8. **Resident Evil 3** OK, maybe Silent Hill isn't enough. We want to play this game too! What's up with it, Capcom?
9. **Final Fantasy VIII** Expect this game to be on the Most Wanted list right up until the day it comes out.
10. **Duke Nukem: Time to Kill** Folks have been waiting to "come get some" of this game for a while. Duke kicks arse.

*** Congratulations to our November Top 10 winner: Matt Sajban ***

Matt Sajban's Top 5

Our monthly contest winner's top-five picks

1. **Metal Gear Solid** Come on, Matt, you *must* already own this one. Everyone else does!
2. **Parasite Eve** Square Soft's sci-fi horror thriller should be well worth your time and money!
3. **Tomb Raider III** Have you checked out this month's cover story yet? Go read it. Now!
4. **Final Fantasy VIII** Yeah, who *isn't* waiting for Final Fantasy VIII? We won't be happy until this game comes out.
5. **Legacy of Kain: Soul Reaver** Despite being entirely different from the first game, Soul Reaver looks incredible.

Editors' Top 5

What we've been playing instead of working

1. **Metal Gear Solid** Can you blame us for playing this game to death? It's just too good!
2. **Mr. Domino** Acclaim surprised us with this rockin' game. It's like a crazed video game version of Domino Rally.
3. **Spyro the Dragon** What can we say? The little guy's cute, and it's one of the best-looking PlayStation games in a while.
4. **Devil Dice** Between Mr. Domino and this, we're not getting any work done. Too many cool puzzle games!
5. **Crash Bandicoot: WARPED** Even though Spyro's stealing some of the spotlight, Crash's new game still got us hooked.

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RULE #2

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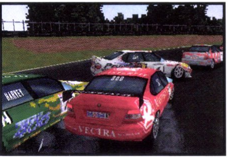

RULE #3

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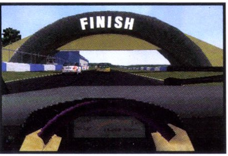
Remember, it's the nice guys who always finish last.



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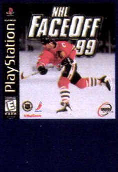

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Coming Soon

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November

Animaniacs Ten Pin Alley	ASC Games	Sports
Apocalypse	Activision	Action
Asteroids	Activision	Action
Backstreet Billiards	ASCII	Simulation
Big Air Snowboarding	Accolade	Sports
Big Race USA	Empire Interactive	Racing
Black Bass with Blue Marlin	Hot B	Sports
Bomberman Fantasy Race	Atlus	Racing
Brave Fencer Musashi	Square EA	RPG
Brigandine	Atlus	RPG
Bushido Blade 2	Square EA	Fighting
Bust A Groove	989 Studios	Misc
Capcom Gen SF 2 Collection	Capcom	Fighting
Centipede	Hasbro Interactive	Action
Colony Wars: Vengeance	Psygnosis	Action
Crash Bandicoot: WARPED	SCEA	Action
DarkStalkers 3	Capcom	Fighting
Disney's A Bug's Life	SCEA	Adventure
Dolphin's Dream	Konami	Action
Game of Life	Hasbro Interactive	Misc
Guilty Gear	Atlus	Action
Kensai-Sacred Fist	Konami	Fighting
Knockout Kings	Electronic Arts	Sports
Lemmings	Psygnosis	Puzzle
Lunar: Silver Star Story Complete	Working Designs	RPG
Monkey Hero	Take 2	Action
Monster Seed	Sunsoft	Simulation
National Hockey Night	Radical Entertainment	Sports
NBA Live 99	Electronic Arts	Sports
NBA Shoot Out 99	989 Studios	Sports
NCAA Gamebreaker 99	989 Studios	Sports
OddWorld: Abe's Exoddus	GT Interactive	Adventure
Professional Sports Car Racing	Virgin	Racing
Psybadek	Psygnosis	Action
Rally Cross 2	989 Studios	Racing
Rat Attack	Mindscape	Action
Rugrats	THQ	Action
Streak	GT Interactive	Racing
Superman	Titus	Action
T'ai Fu	Activision	Adventure
Test Drive: Off Road 2	Accolade	Racing
The Golf Pro	Empire Interactive	Sports
Tiny Tank: Up your Arsenal	MGM Interactive	Action
Tomb Raider III	Eidos	Adventure
Twisted Metal 3	989 Studios	Action
VR Football 99	Interplay	Sports
Xenogears	Square EA	RPG
You don't know Jack	Berkley Systems	Misc

December

Akuji the Heartless	Crystal Dynamics	Action
Army Men 3D	3DO	Action
Clock Tower II: The Struggle Within	ASCII	Adventure
Contract	Psygnosis	Action
Destrega	Koei	Fighting
Earthworm Jim 3	Interplay	Action
FIFA 99	Electronic Arts	Sports
Hard Edge	Sunsoft	Action
Invasion from Beyond	GT Interactive	Action
Messiah	Interplay	Action

December *(cont.)*

Quake II	Activision	Action
Silhouette Mirage	Working Designs	Action
Tiger Woods 99	Electronic Arts	Sports
Uprising X	3DO	Action
WCW/NWO Thunder	THQ	Action

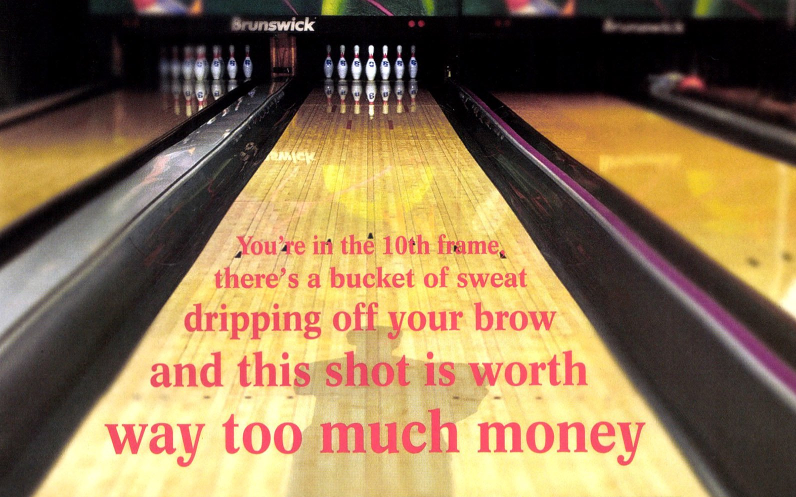
January

Beavis & Butt-head Do Hollywood	GT Interactive	Action
Carmageddon 2	Interplay	Action
Eliminator	Psygnosis	Action
Legacy of Kain: Soul Reaver	Crystal Dynamics	Adventure
NCAA Final Four	989 Studios	Sports
NCAA March Madness College BB	Electronic Arts	Sports
NHL Blades of Steel	Konami	Sports
Pro 18 World Tour Golf	Psygnosis	Sports
Shao Lin	THQ	Fighting

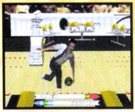
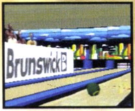
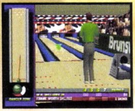
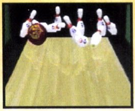
Future Releases

3 Xtreme	989 Studios	Sports
Age of Empires	Psygnosis	Strategy
Alien Resurrection	Fox Interactive	Action
Alien Bounty Hunter	Electronic Arts	Action
All Star Tennis 99	Ubi Soft	Sports
Attack of the Saucerman	Psygnosis	Action
Bass Landing	ASCII	Sports
Bloodshot	Acclaim	Action
Critical Blow	Bandai	Fighting
Croc 2	Fox Interactive	Action
Danger Girl	THQ	Action
Dark Half	THQ	Action
Dead Unity	THQ	Action
Diabolical Adventures of Tobu	989 Studios	Action
Dungeon Keeper 2	Electronic Arts	Strategy
ESPN Digital Games-Baseball	Radical Entertainment	Sports
ESPN Digital Games-Football	Radical Entertainment	Sports
Final Fantasy VIII	Square EA	RPG
Freestyle Boarding	Capcom	Sports
Gex 3	Crystal Dynamics	Action
High Heat Baseball	3DO	Sports
Indy Jones and the Infernal Machine	LucasArts	Adventure
Jackie Chan's Stunt Master	Midway	Action
Jeff Gordon Racing	ASC Games	Racing
K 1 Revenge	Jaleco	Sports
Looney Tunes Bugs Bunny	Infogrames	Action
Macross VFX 2	Bandai	Shooter
Marvel vs. SF	Capcom	Fighting
Medal of Honor	Electronic Arts	Action
Mr. Domino	Acclaim	Puzzle
Monster Rancher 2	Tecmo	Simulation
Motorcycle Madness	Psygnosis	Sports
NBA In the Zone 99	Konami	Sports
Nectaris: Military Madness	Jaleco	Strategy
Omikron	Eidos	Action
Pac-Man 3D	Namco	Action
Populous: the Beginning	Electronic Arts	Strategy
Rayman 2	Ubi Soft	Action
Reel Fishing 2	Natsume	Sports
Respect Inc	Psygnosis	Action
Shadow Madness	Crave Entertainment	RPG
Silent Hill	Konami	Adventure
Soldnerschild	Koei	Action
South Park	Acclaim	Action
Space Invaders	Activision	Shooter
StarCon	Accolade	Action
Star Trek: Klingon Academy	Interplay	Strategy
Syphon Filter	989 Studios	Adventure
Tomorrow Never Dies	MGM Interactive	Action
Urban Assault	Psygnosis	Action
Vermin	Eidos	Action
War Zone 2100	Eidos	Strategy
Xena: Warrior Princess	989 Studios	Action
X-Files Game	Fox Interactive	Adventure
X-Men	Activision	Fighting

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.



You're in the 10th frame,
there's a bucket of sweat
dripping off your brow
and this shot is worth
way too much money

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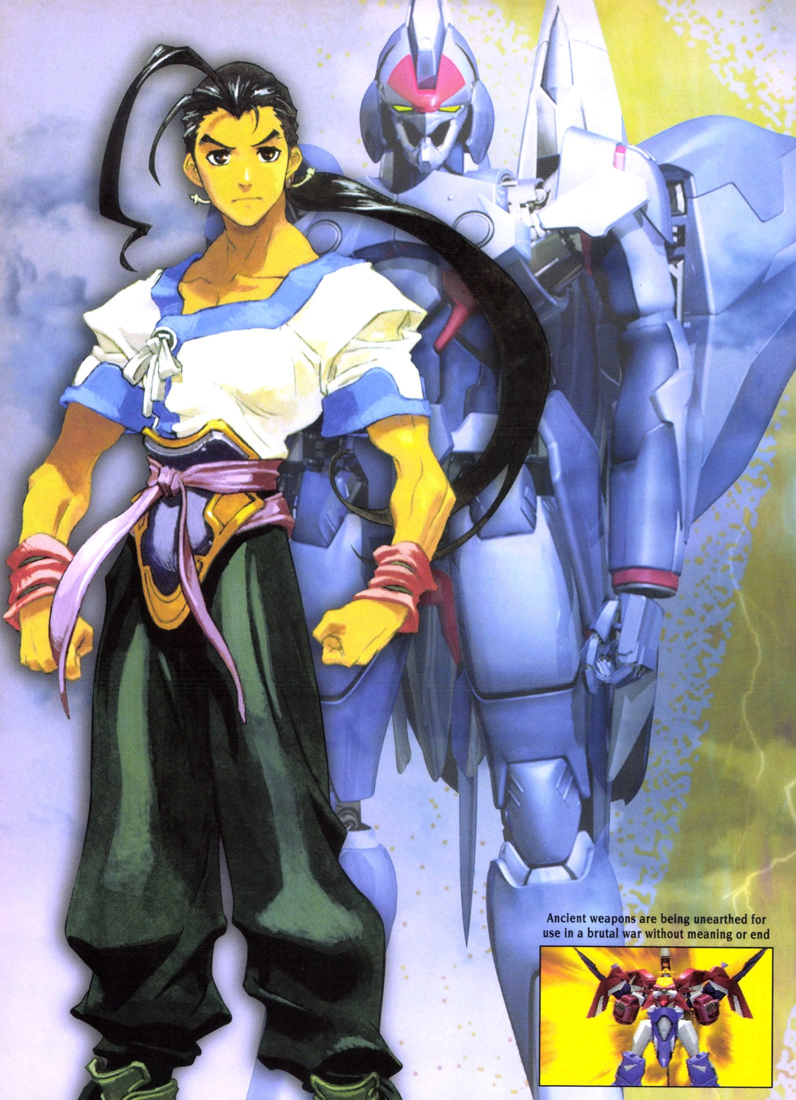

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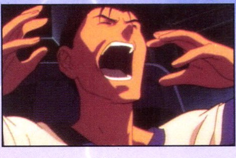
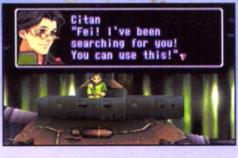


Stunning animé and giant fighting robots - a futuristic RPG like nothing you've seen



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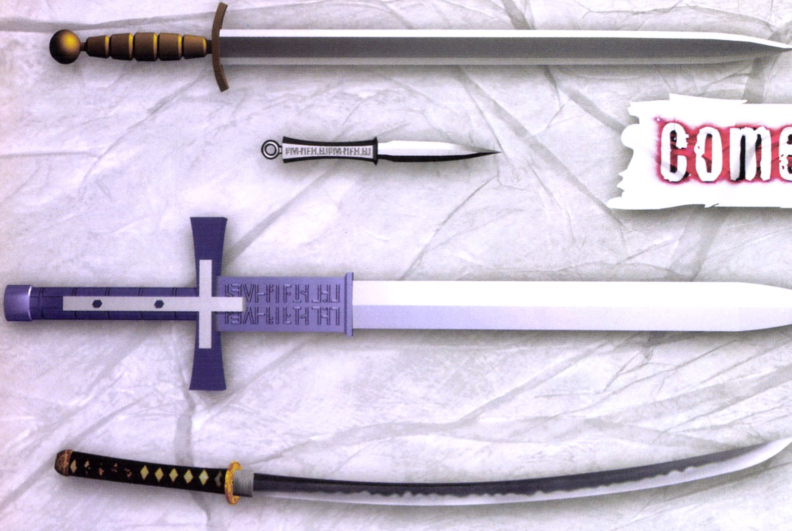

PlayStation
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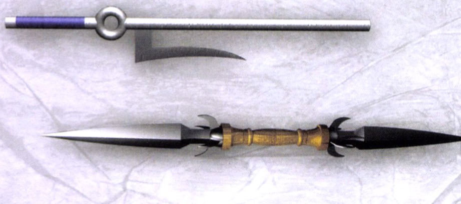

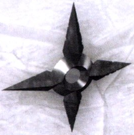

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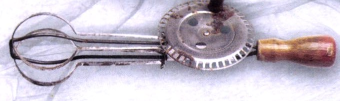

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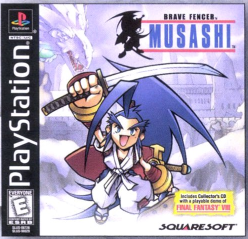
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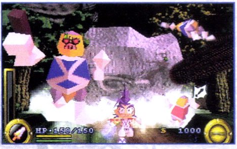
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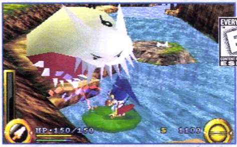
Challenge ferocious monsters, or use the game's unique learning system to master enemies' techniques and cut them down to size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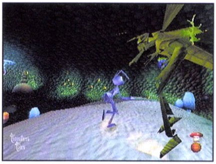
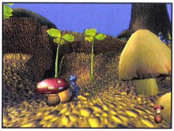
Theme Action	**# of Players** 1
% Complete 60%	**Availability** November
Publisher SCEA	**Developer** Travelers Tales

A Bug's Life

A game based on the animated Disney "Flik" buzzes to the PlayStation





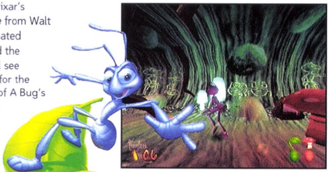
Need a boost? Try using a mushroom as a trampoline.

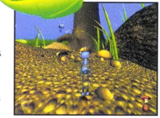
The fall of 1998 will see the release of Pixar's second full-length feature, *A Bug's Life* from Walt Disney Pictures. While their 1995 animated blockbuster, *Toy Story*, narrowly missed the seedling 32-Bit market, A Bug's Life will see release during the height of popularity for the PlayStation. Travelers Tales, developer of A Bug's Life, hopes that by working closely with Pixar Studios, they can ensure that the game will capture the movie's vivacious visuals and adhere as closely as possible to the film's story line.

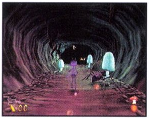
A Bug's Life is a microcosmic platform adventure featuring 15 fully interactive 3D environments. Players assume the role of Flik, a guile and resourceful ant, whose task is to save his colony and loved ones from the ominous threat of invading grasshoppers. Like the movie, A Bug's Life focuses on size and perspective as a technique that allows players to experience life through the eyes of an ant. The colorful assortment of enemy insects include: grasshoppers, mosquitoes, flies, spiders and even cockroaches. Levels are divided up into five acts, with each act containing three stages. At the end of each act, Flik will confront an insect Boss, all of whom are antagonists from the movie.

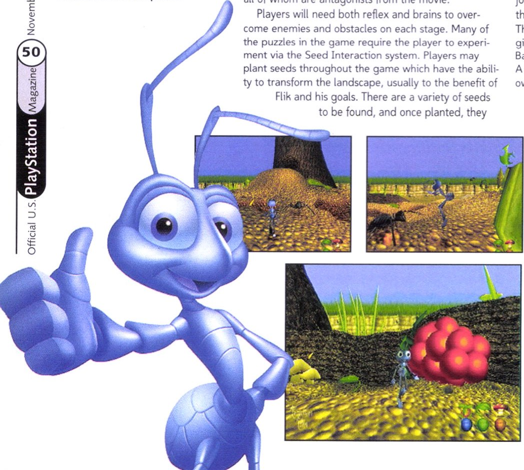
Players will need both reflex and brains to overcome enemies and obstacles on each stage. Many of the puzzles in the game require the player to experiment via the Seed Interaction system. Players may plant seeds throughout the game which have the ability to transform the landscape, usually to the benefit of Flik and his goals. There are a variety of seeds to be found, and once planted, they may bring forth helpful items like power-ups, health or a mushroom that will act as a trampoline to transport the player to an area that seemed initially inaccessible.

So far, Travelers Tales seems to have done a good job of making sure the graphics in A Bug's Life capture the bright and dynamic feeling present in the movie. The game will also feature cutscenes from the movie to give it a coherence that will tie the story line together. Barring any quirks with camera views and frame-rates, A Bug's Life could end up being the next best thing to owning your own ant farm.



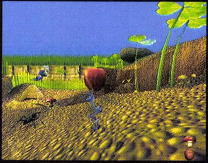


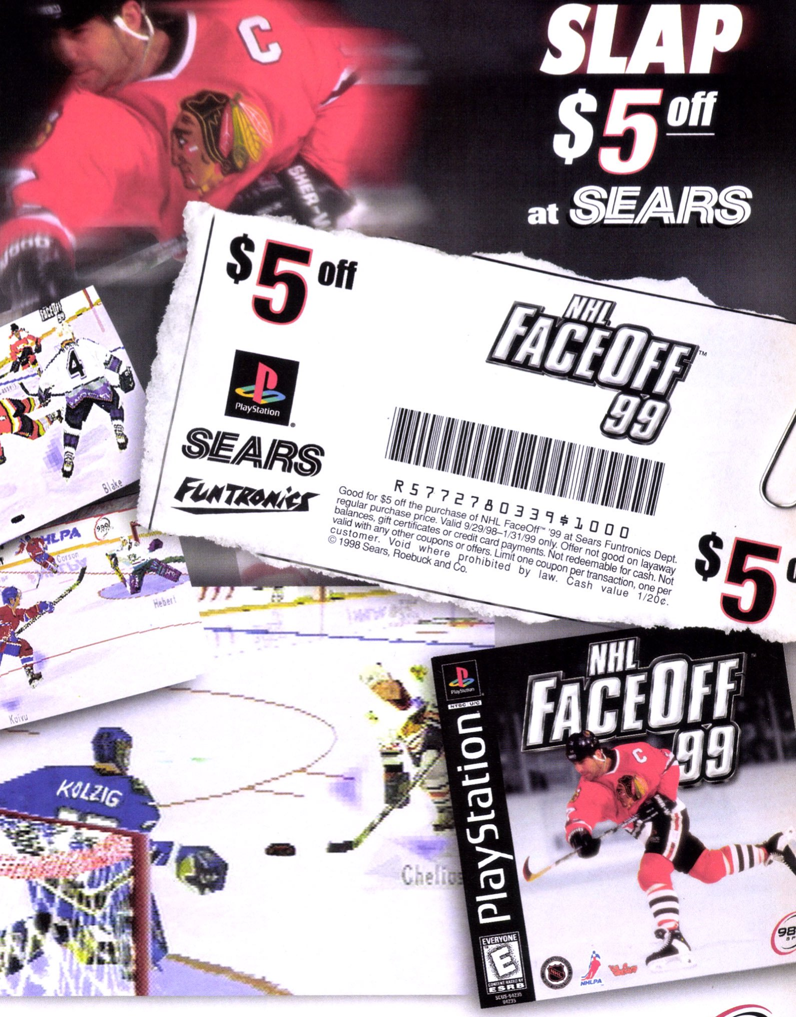




Seed Interaction System

Flik can plant seeds throughout the game which alter his surroundings and help him on his journey. There are a variety of ways to alter what seeds produce. Spread throughout each level will be four different-colored tokens. Each of these tokens allows Flik to change the color of the seed and what it produces. Players can collect more than one of the same token, thus allowing the plant to power up and become more fruitful.





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PlayStation

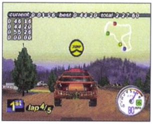
989 SPORTS™

Theme Racing	**# of Players** 1-4
% Complete 80%	**Availability** November
Publisher 989 Studios	**Developer** Idol Minds LLC

Rally Cross 2

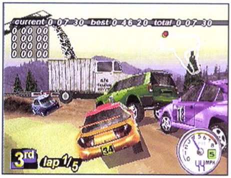
Last year's surprise off-road racer revs up for more

current 0 57 40 best 1 07 43 total 0 57 40
1st
lap 1/5

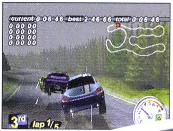

current 0 01 56 best 0 44 20 total 2 27 60
1st
lap 4/5

Rally Cross 2's physics engine will let your vehicle catch some air, often at inopportune times.

Rally Cross silently crept its way into the hearts of the U.S. audience in late 1996. Since it saw no real media blitz or the mantric repetition of MTV promotions, Rally Cross had to garner its evangelism from magazine reviews and word-of-mouth advertising. Luckily for SCEA, Rally Cross was easy to recommend. The game was sufficiently realistic without compromising its premise to sport a no-holds-barred, over-the-top, dirt-racing extravaganza. Now, as the sequel nears its own checkered flag, fans of the original will invariably wonder whether Rally Cross 2 will live up to its predecessor.

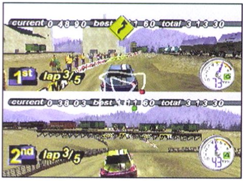

current 0 07 30 best 0 46 20 total 0 07 30
3rd
lap 1/5

As a sequel, Rally Cross 2 will sport an impressive array of improvements: car damage modeling, better dual-shock support, different chassis types and a wider variety of track and weather conditions. Although RC2 wears the same grit and dirt aesthetic as its predecessor, the game is more than just the sum of its total upgrades. Tweaks to the game's physics engine have made driving off-road a little easier and car rolling much less of a problem. Admittedly, fans of the first Rally Cross may feel its steep learning curve was what made the game deep and challenging. Not to be "dummied down" in any way, the sequel will focus on the player's ability to customize and refine components of his or her vehicle for those seeking to perfect lap times.


current 0 06 46 best 2 46 66 total 0 06 46
3rd
lap 1/5

current 0 03 23 best 1 41 86 total 5 23 76

By far, the most welcome addition to RC 2 will be its built-in track editor which allows players to race on tracks of their own design.

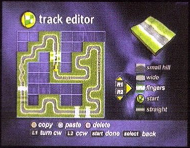

current 0 48 90 best 1 60 total 3 13 30
1st
lap 3/5
current 0 38 03 best 1 60 total 3 13 30
2nd
lap 3/5

It will also support a Two-player Mode through split-screen, while unfortunately omitting the original game's four-player multitap support.

With a grab bag of new and significant improvements under its hood, Rally Cross 2 could potentially be the best 32-Bit off-road racer to date.

On the Right Track

Idol Minds, developer of Rally Cross 2, probably know the importance of including a track editor with their latest off-road racer. The ability for players to design their own tracks means almost infinite amounts of replay value. Some of the terrain players can use for their no- man's land include: wides, whoops, chicanes, 90-degree turns, table tops, single jumps and much more.


track editor
small hill
wide
fingers
start
straight
R1
R2
copy
paste
delete
L1 turn cw
L2 ccw
start done
select back

current 0 23 56 best 0 48 06 total 4 06 30
2nd
lap 4/5

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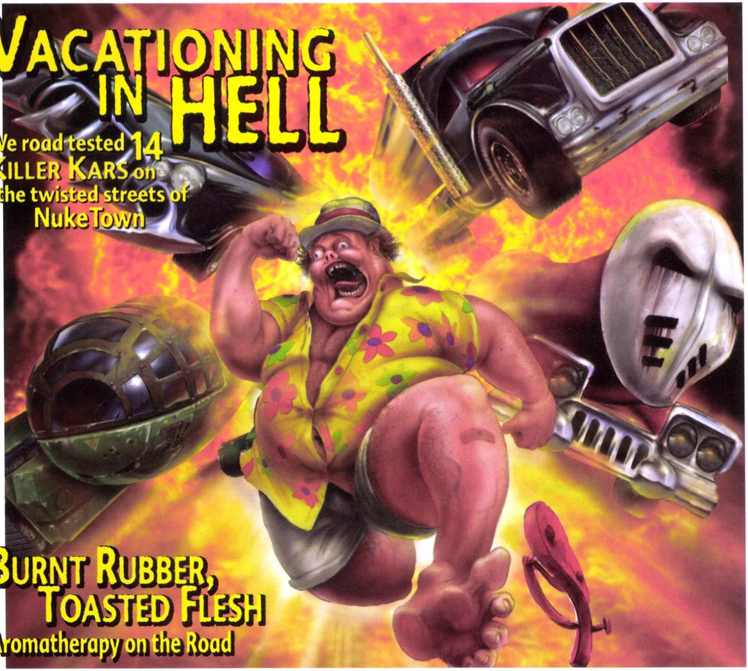
The Official Organ of the Amalgamated Association of Automercenaries



VACATIONING IN HELL

We road tested 14 KILLER KARS on the twisted streets of NukeTown

BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Special FREE Issue for Automercenaries

Tips for Snagging Tourists-- And How to Avoid Premature Ejectulation Once You've Got 'Em

A³ BABE OF THE MONTH INSIDE

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ROGUE TRIP
Vacation 2012

Dick Biggs, Editor

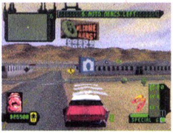
Welcome back,

Automercenaries! Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity.**

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'

Mr. Biggs



GREETINGS FROM
AREA 51

HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when **we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.**

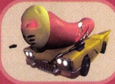
For raw hearse-power, nothing beats the ***Sidewinder.*** Five tons of tank with more firepower than the Third World War. Too big? Well, try on the ***Bitch-In Wheels*** and put the muscle back where it belongs – behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice – the ***Meat Wagon.*** This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch ***Ozone,*** a well-armed ambulance that hurts while it heals.

You want high-octane performance? Car Combat Ultra? Look no further than the pulse-pounding ***Pyro*** – a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.......continued on page 72



Sister Mary Lascivious

Thought for the Day

-Thou Shalt Drive Like A Righteous Mad Bastard.
† *So Sayeth the Lord.*

When Was the Last Time a Tourist Hit Your Window at 92 mph?

Removes Human Build-Up!
SPLATTER-X

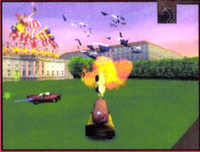
Hey, it happens. You have a bad day. Someone sends a missile your way and bang — *Premature Ejectulation* — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and entrails all over the windshield. No problem. Whip out a 40 ounce bottle of ever-loving **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

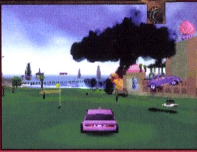
ROGUE TRIP
Vacation 2012

THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totalling stuff. Here's our hot picks for the tastiest targets the post-apocalyptic world has to offer.:

AIR FORCE ONE - It's a helicopter. It's the President. It's dust.
GOLF COURSES - One driver and 18 holes of fury!
BLIMPS - Zap the zeppelin!


White House? — White Trash!

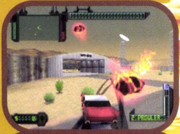

KILL THE CADDY!!!

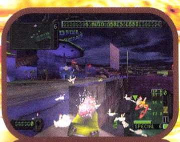
AUTOMERCS ON-LINE

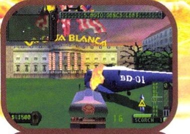
On the road? Get on-line for **weekly cheat codes,** the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to **www.roguetrip.com** for the lowdown on all the low life.

FENDER BLENDER

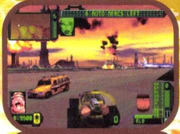
What the well-armed are packing these days (and how to get more bang for your weapons buck.)


Meteor Balls
They bounce. They burn. 'Nuff said.
$800 each

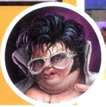

Sticky Weapons
Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.
10 for $850

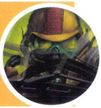


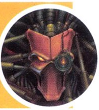
Pyro Weapons
Hose your foes with gasoline - then sit back and ignite for the kill.
$5000 each

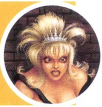

Stingers
Killer bees got nothing on these babies, so go ahead, kill with confidence.
$7750 per round

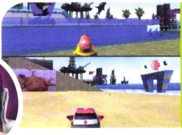
AUTOMERCENARY HALL OF SHAME


ELVIS D. KANG
"Don't be cruel. Your automercenary is true. Thank you. Thank you very much."


AGENT ORANGE
"A vacation should be just like war. Only with better photographs."

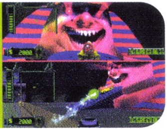

NECROBOT
"🚐🚚🚌✈✈✈
🚒🚚🚁🚗🚜
🚗🚲🚐🚀🚜
🚌🚂🚌!!!"


BITCHIN' BUNNY
"There's so much fun waiting for you in my back seat...!"



FOUR PLAY

Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!

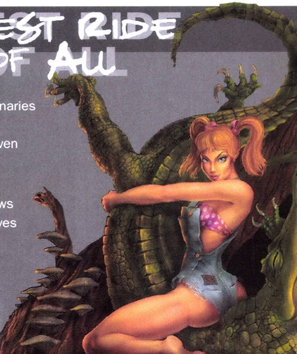


THE BEST RIDE OF ALL

Check out Li'l Gator Bait.

Some of you automercenaries probably seen her tooling around in her propeller-driven swamp-hopper.

Well, looky here – the A³ Babe of the Month shows you all her dangerous curves on page 96.
Lube up and drive on!



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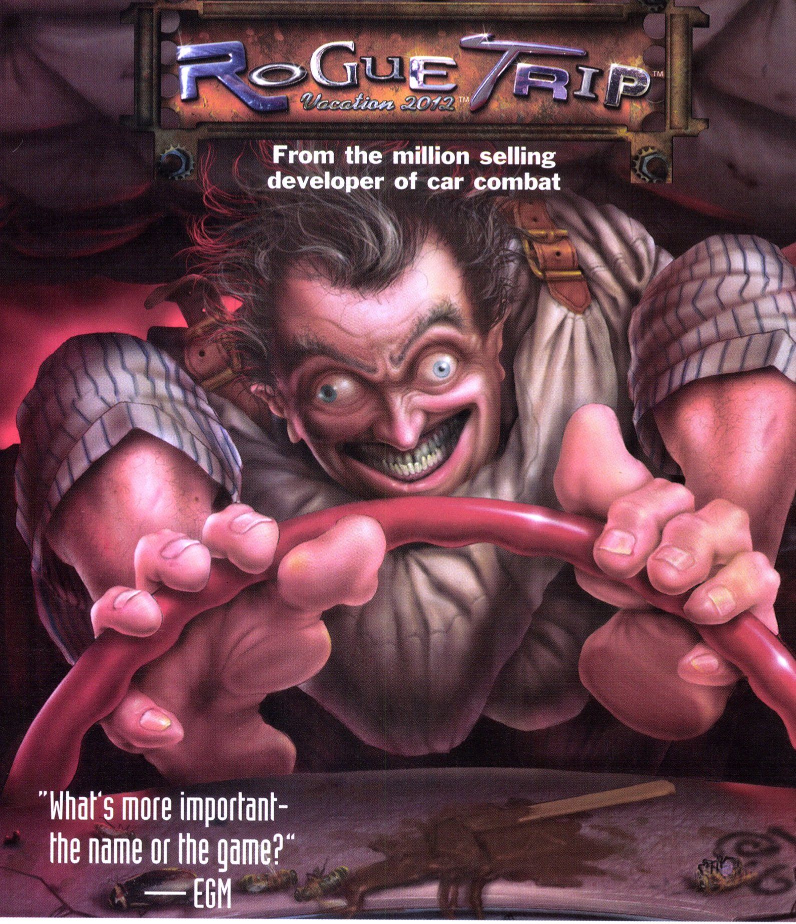
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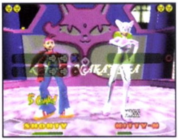
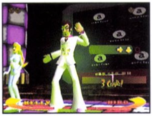
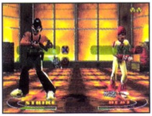
Theme Strategy	**# of Players** 1-2
% Complete 85%	**Availability** November
Publisher 989 Studios	**Developer** Enix Corp.

Bust A Groove

Oh, PaRappa, what have you started?







It began as a simple enough idea: a truly whimsical game based around a cast of lovable cartoon characters and bouncy, catchy rap tunes. Combine that with gameplay vaguely reminiscent of the classic electronic game Simon, and PaRappa the Rapper was born. Thanks to that game's success, a few PaRappa-inspired games began to pop up in Japan.

Bust A Groove is the first one to surface on these shores, and boy, is it ever nice. It takes the basic idea of PaRappa and expands it to the next level. There's more interaction, more characters and even a Two-player Mode. Picture a cross between PaRappa and a fighting game, and you've got the idea.

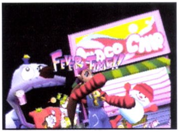
In the game, you can choose from 10 dancers (or four hidden characters). The game has a varied and wacky cast, from the disco-lovin' Hiro to Hamm, who eats more burgers than Popeye's pal Wimpy, to the *Jerry Springer* guest candidate Kelly, who prances around dressed like an adult infant.

During each song, you are shown different directions to push on the controller. You must press those directions during the first three beats and then press the proper button on the fourth beat. Doing this correctly makes you perform a dance move. If you can continue doing this for the duration of the song, you will outscore your opponent and win.

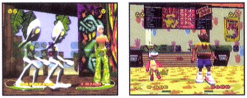
If you don't screw up your rhythm, you can perform more impressive moves that will form combos. There are even special attack moves that you can launch at your opponents. Of course, they can attack as well, so be ready to defend yourself against their vicious grooves. Furthermore, the background environments will often react to the action in the foreground, making for some exceptionally wacky effects.

One of the things that made PaRappa so enjoyable was the terrific songs. Well, Bust A Groove's songs may not be as goofy as PaRappa's, but they're every bit as good (sometimes better). Luckily, the songs have not changed much from their original Japanese versions. About the only difference is that the Japanese lyrics have been translated into English (although most of the original songs were in English, anyway).

If you loved PaRappa the Rapper (and who didn't?) and wondered how they could ever improve the concept, keep an eye out for Bust A Groove. It's got all the ingredients to make it the most popular music/dance game ever.



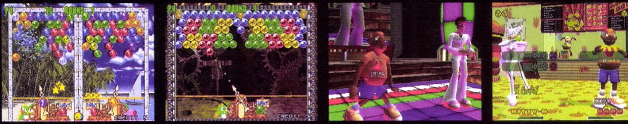
Fever Time! If you do really well during a match, you will get to experience "Fever Time." Here, the camera moves around freely while your character shows off his or her best moves. It's a fun little bonus, and a great way to rub your victory in your opponent's face.



The Forbidden Dance

Like any good fighting game, Bust A Groove has its share of playable Bosses and secret characters. Skilled dancers will be able to play as the two Bosses as well as Shorty's mouse and Burger Dog from Hamm's stage.

A Game By Any Other Name ...



You may have seen Bust A Groove previewed awhile back in our International Previews section. The thing is, back then, it was called Bust A Move. So what's the deal, you ask? It's fairly simple, actually. You see, in Japan, the puzzle game that we know as Bust-A-Move (the two left pictures) is called Puzzle Bobble. When it was released in the States, the name was changed to Bust-A-Move (a much hipper name, apparently). Since there was no game called Bust-A-Move in Japan, it was OK to release the dancing game (the two right pictures) under that name. Of course, we have a Bust-A-Move, so the name had to change. Simple, right?

Theme	Puzzle	**# of Players**	1
% Complete	60%	**Availability**	February
Publisher	Acclaim	**Developer**	Artdink

Mr. Domino

Quite possibly the sleeper hit of this season ... no, seriously!

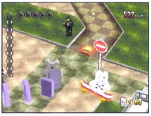
With the unwitting help of the staff here at *OPM*, scientists have now isolated and categorized the five stages gamers go through upon being exposed to action/puzzler Mr. Domino. Stage one: confusion (... *what the hell is that?*). Stage two: condescension (*heheh, what a silly little game*). Before they realize it, subjects have already entered stage three: denial (*I'm only going to play until I get to the next level*). About two hours later comes the fourth, and possibly most difficult stage to witness: addiction (*I'm only playing until the next level—and this time I mean it. DO YOU HEAR ME MR. DOMINO?!? ONLY ONE MORE!!*). Finally and mercifully comes the final stage: acceptance (... [crying] *I love you Mr. Domino*).

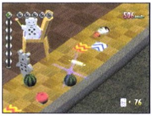
As you read this preview and look at the screenshots you probably already find yourself knee-deep in stage one of Mr. Domino syndrome, wondering what this game is and how it could actually be interesting. Allow us to explain.

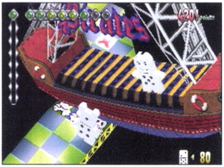
You play as Mr. Domino, and your goal is to set off a certain number of switches in each stage before time runs out. These switches can only be triggered by the dominos Mr. D leaves behind as he skips and frolics his way through the levels; each switch in turn triggers some event (a tank firing, a mushroom sprouting) that can knock over another domino and keep the chain going. Bonus points are given for these "chain combos" depending on how many switches you can get in a row, but it's not easy. Plenty of obstacles and nasty traps have been set for our hero and there is no way to stop or turn around—you can only move Mr. Domino left, right, faster and slower.

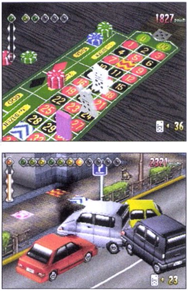
But understanding how the game works doesn't really explain its appeal. Part of it has to be the super-cutesy characters and the goofy levels: a grocery store, a family home (complete with bomb in the oven) and a casino just to name a few. But more than that the game just has that simple yet addictive puzzle-game feel to it that's hard to put into words and equally hard to stop playing. Throw in a special low price (Acclaim mentioned this but wasn't specific) and Mr. Domino may just turn out to be a surprise hit when he debuts stateside this Christmas. Prepare yourself.

*** Editor's Note: The writer of this preview has been shipped to the appropriate rehabilitation center.**

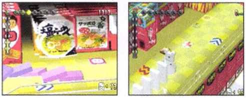








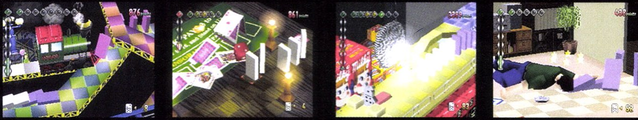
Mr. Domino may look cute, but mess with him and you're in a world of hurt.



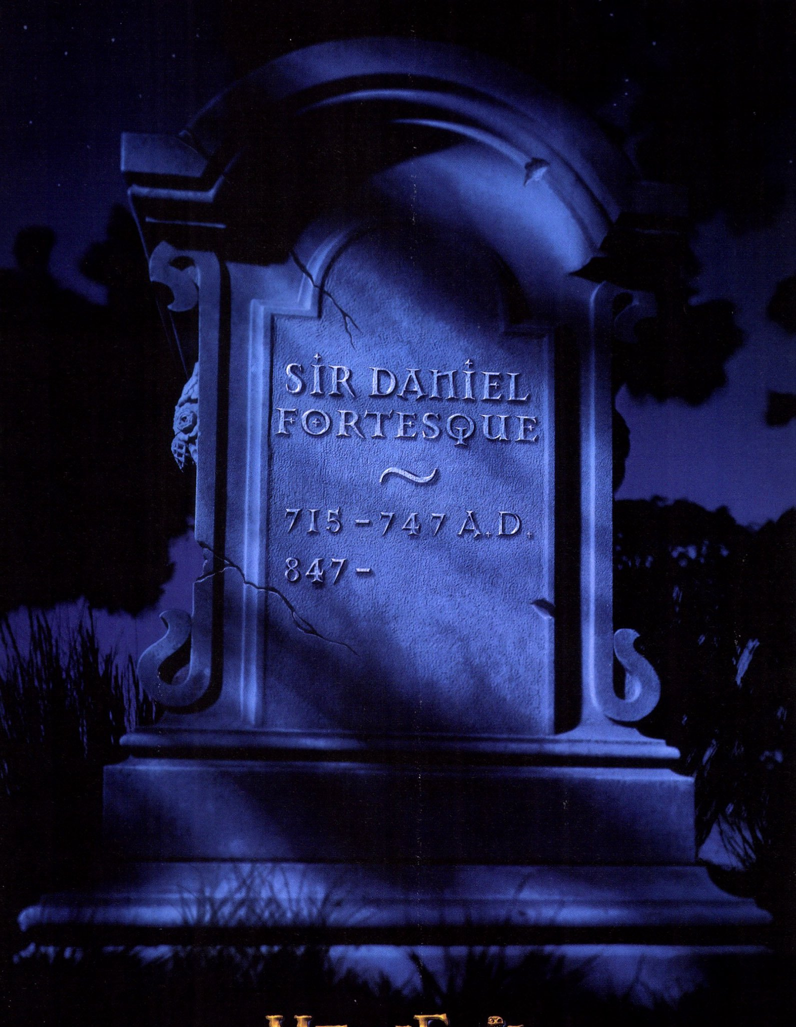
Stranger in a Strange Land

Despite the lack of text or menus in Mr. Domino, it's easy to tell by the backgrounds and cultural in-jokes he's originally from Japan. What changes will be made for the U.S. version remains to be seen.

Go Go Mr. Domino!



Some examples of the chaos Mr. Domino can cause when he triggers switches (left to right): a train comes chugging into the level, a house of cards comes tumbling down, some Jiffy-Pop gets ready to blow, and Dad bashes his skull on a stray domino, paralyzing him for life.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LOOKS LIKE SOMEBODY WOKE UP ON THE WRONG SIDE OF THE COFFIN.

It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal–from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick–to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

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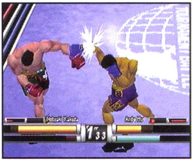
Theme Fighting	**# of Players** 1-2
% Complete 50%	**Availability** February
Publisher Jaleco	**Developer** Xing

K-1 Fighting Illusion Revenge

A kickboxing title with the potential to be good?!

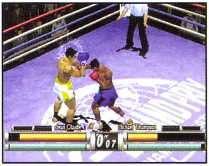


Remember last year's funky kickboxing game with the lackluster graphics and horrid control? Well, it's back with a vengeance and ready to take names. Speaking of names, this year's incarnation, K-1 Fighting Illusion Revenge (gotta love that name) once again uses world-renown kickboxers such as Stan "The Man." It even incorporates all of their patented moves into the gameplay.

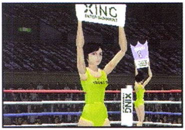
The fighting itself is handled via button combinations coupled with the typical life bar, stamina and head damage gauge that slowly fills whenever you receive a thorough punishing. Unlike its predecessor, K-1 Fighting Illusion is actually fun to play and could even be more amusing than most over-the-top wrestling games. However, whereas pro wrestling is acting, kickboxing is a real sport and its competitors can receive life-threatening injuries. This is clearly defined with the knockout replays shown at the end of the match. These knockout blows are very authentic in appearance and will have you saying that clichéd phrase "Oh, that had to hurt."

As far as graphics are concerned, each character has been competently motion-captured. The exposition of moves enforces this fact by displaying some excellent lifelike body movements (especially when you're getting pounded). The downside to all this realism is that there's a loss of animation and some choppy frame-rates at this stage of the game's completion.

With the kickboxing genre being one of the few untapped genres left on the PlayStation (there hasn't been a good kickboxing game yet), look for K-1 Fighting Illusion Revenge to take top honors among a very weak field when it's released.



Jean Claude
Michael Thompson
0'01

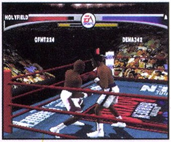


The gaming industry is getting better and better at making polygonal women. See? (left)

Theme Sports	**# of Players** 1-2
% Complete 80%	**Availability** November
Publisher EA	**Developer** Press Start

Knockout Kings

The PlayStation's first serious boxing simulation



How would Holyfield fare against Ali's brilliance? Give it a try with Knockout Kings' extensive roster of boxers (above).

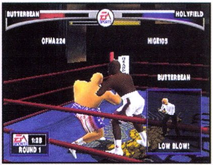
It's hard to believe that the PlayStation has gone without a boxing simulation for this long. Conversely, it's not hard to believe that EA is bringing out the very first one, entitled Knockout Kings.

As you might expect, Knockout Kings is heavily licensed—after all, it is an EA Sports title. It includes 38 boxers from the past and present and a variety of different venues to soil with your opponent's blood.

Doing so won't be as simple as you think. EA went through great pains to make Knockout Kings a simulation of the sport, and as a result an incredible amount of moves are available that include a variety of lunging hooks, jabs, crosses, head-butts, body punches and uppercuts. For the less-civilized player, there's plenty of illegal ones such as low blows and kidney punches (we'll just avoid the easy ear-biting joke).

Whether you want to match up your favorite boxers, play one for an entire career or just create your own, it seems like Knockout Kings will be just the game for you. Just as long as the gameplay has punch.

MOMA202
MOMA202



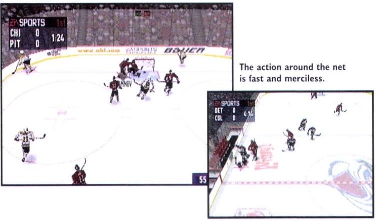
38 Boxers Aplenty

Sugar Ray Leonard
Oscar De La Hoya
Muhammad Ali
Evander Holyfield
Archie Moore
Floyd Patterson
Sonny Liston
Ken Norton
Shane Mosley
Bob Foster
Pernell Whitaker
David Tua
Kevin Kelley
Jack Dempsey
Joe Louis
Roberto Duran
Leon Spinks
Rocky Marciano
Eric "Butterbean" Esch
Earnie Shavers
Carlos Navarro
Junior Jones
Virgil Hill
Lennox Lewis
Jake LaMotta
Danny Romero
Aaron Pryor
Larry Holmes
Ray Mercer
Marvin Hagler
Alexis Arguello
Ray Mancini
Terry Norris
Genaro Hernandez
Ike Quartey
Arturo Gatti
Michael Moorer
Floyd Mayweather

Theme Sports
# of Players 1-8
% Complete 60%
Availability October
Publisher EA
Developer EA Sports

NHL 99

EA attempts to improve on near-perfection



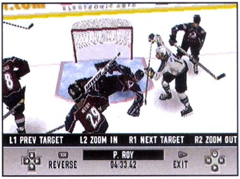
The action around the net is fast and merciless.

It must have been hard for the EA Sports team to try to figure out how to improve upon last year's NHL 98, which was downright incredible. But franchises are franchises, and everyone wants new rosters (and EA wants money), so here we are, staring at NHL 99.

The improvements to NHL 99 are slight, but there are plenty of them across all facets of the game. Graphically, NHL 99's resolution has been increased, resulting in crisper in-game graphics. The player motion-capture has been improved, and the EA Sports team is priding itself on making the player hits and checks more vicious than ever before. Less vicious are the degrading ice conditions, which visibly deteriorate as the game wears on. Suffice it to say, the 3D graphics are slightly better (while still moving at a fast frame-rate) than they were last year, which is to say they are looking very, very good.

A host of new features complement the basic Season, Playoff and Tournament Modes. Players can participate in Shootouts or the all-new Marc Crawford Coaching Drills that let you practice key situations such as 2-on-1's, 1-on-1's, Powerplays and One-Timers. NHL 99 also supports the Dual Shock—surely that's something that will be given a great workout around the boards.

Sporting improved graphics and even more features, this unfinished version of NHL 99 is already looking very healthy. In fact, it is looking so good that we can already say that there's a very strong possibility it will be the best hockey game this year (many thought it was last year).



Detailed graphics and a versatile camera system make for some stunning instant replays.

EA's List of A.I. Enhancements

- More realistic fighting
- Smarter goalies
- Shot deflections
- Breaking out of your own end
- Neutral zone play
- Odd-man rushes
- Play behind the net

DRAGONBALL Z™

THE NAMEK SAGA CONTINUES

VHS - English Dubbed $14.98
(three episodes - approx. 65 min. running time) each

The Ginyu Force
Volume16 - Episodes #47-49 Vegeta, Krillin and Gohan decide to call a truce when they learn that Frieza's brutal Ginyu Force is coming to Namek. However, the Ginyu Force thinks so little of our heroes that they decide to attack them one at a time!

Super Saiyan!?
Volume 17 - Episodes #50-53 The incredible Recoome, of the Ginyu Force, defeats Krillin, Vegeta, and nearly defeats Gohan, when suddenly, Goku arrives! Goku instantly defeats Recoome with his new power leaving Vegeta to wonder. "Did he become a legendary super Saiyan!?"

Dragon Ball Z Ani-Mayhem™ is the collectable card game based upon the #1 weekly syndicated TV show Dragon Ball Z seen twice weekly on the Saban Kid's Network.
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If it's in the game, it's in the game.™
EA SPORTS

Meet Eric Lindros, Cyber Athlete™ and one-man power play. Think you can handle him? Think again. Cuz he only knows one brand of hockey. Extra-strength. With explosive big men delivering puck-loosening hits. Feeding the one-timer. Or just burying it top shelf. Better keep your head up. And pray there's no OT.

NHL® 99

EVERYONE
E
CONTENT RATED BY ESRB

NHLPA

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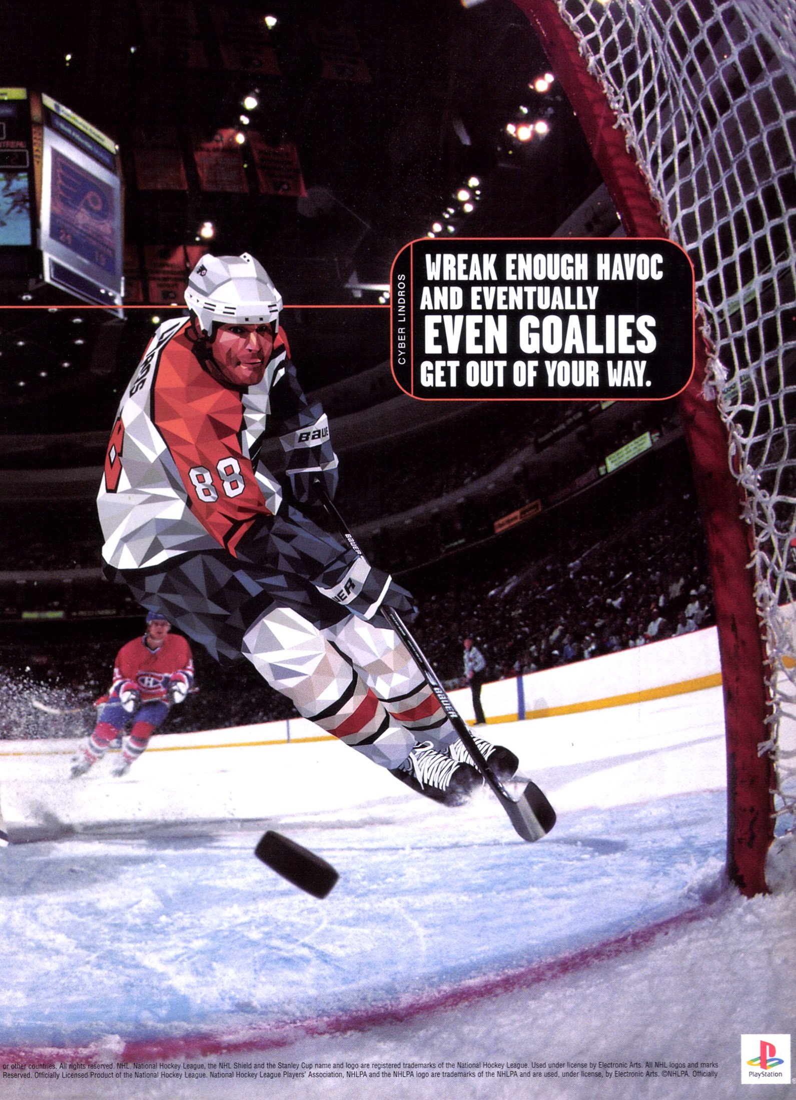
CYBER LINDROS
WREAK ENOUGH HAVOC
AND EVENTUALLY
EVEN GOALIES
GET OUT OF YOUR WAY.
88
BAUER
PlayStation

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Theme	Racing	**# of Players**	1-4
% Complete	80%	**Availability**	October
Publisher	Psygnosis	**Developer**	Visual Sciences

Formula 1 '98

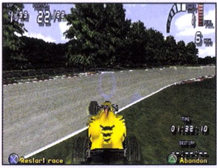
The best-selling PlayStation racing game returns with an all-new engine

Believe it or not, the F-1 series of racing games are some of the best-selling on the PlayStation worldwide. F-1 does reasonably well in the States, but it's the race-happy European market that makes the bean counters see dollar signs. Bizarre Creations used to develop the F-1 series, but they've since left the project and Visual Sciences has taken over. The big question is: Will there be a noticeable difference with Formula 1 '98?

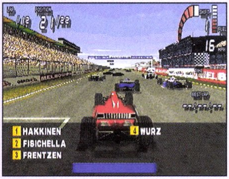
The short answer is no. Aside from an updated graphics engine and a few new features, F1 '98 will probably satisfy fans of the previous game (unless they were hoping for something different). It's obvious that the new developers were careful not to mess up the winning formula of the previous title.

Both the large list of customizable options and the Formula 1 license are back, with updated 1998 teams, making for a very authentic racing simulation. New features in this year's version include mirror tracks, increased trackside detail and, get this, motion-captured pit crews (now we've seen every possible use of motion-capture). Topping it all off are an ambitious set of multiplayer options that include a Four-player Mode that's achieved by split screens on the televisions on either side of a link-cable setup.

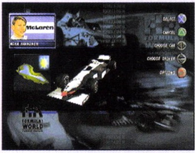
With all of this depth, if you like Formula 1 racing, this will probably be the game to get. We'll review a finished version in the next issue of *OPM*.



Note to self: Racing cars require four tires. No, but really, F1 '98 allows for car damage if you turn the option on.



Having trouble on those roads? Go back to the shop and tweak your car, or better yet, dump your racing team in favor of a better one!



Theme	Sports	**# of Players**	1-2
% Complete	90%	**Availability**	November
Publisher	ASCII	**Developer**	Ardent

Backstreet Billiards

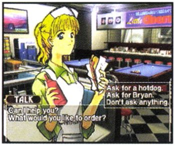
This game proves that you can get ahead in life by being good at pool

Do you have what it takes to become a capable pool hustler? In Backstreet Billiards, it's up to you to reclaim a championship pool cue that was given to you on your 10th birthday, but was stolen from you six years later. Sound riveting? Well, maybe not.

Your search will take you from the seediest of pool halls to luxurious penthouse suites and plenty of odd places in between. The people you meet within these establishments are equally diverse, at least in appearance. Each one will only cooperate in your search if you can beat him/her at a game of pool. They'll usually give you the option to play 9 ball, 8 ball or rotation although sometimes they will insist on choosing for you.

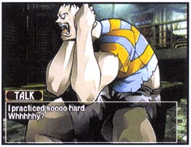
You can also just play a single game of pool if you so desire and tweak the match with a wide variety of options. The physics of the balls are pretty accurate, although it wouldn't be fair to judge until a fully finished version comes this way. The game allows for great control of the camera and has adjustable difficulty levels and features (such as a ball path indicator to help you with aiming) that will let anyone have fun with the game. A nice bonus is the ability to play a music CD of your choice while playing the game.

Of the billiard sims that have come out on the PlayStation so far, this is the closest yet to the beloved classic Side Pocket. Combine that with a solid story and Backstreet Billiards is a pool simulation to look forward to.



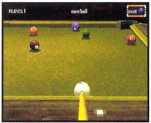
Ask for a hotdog.
Ask for Bryan.
Don't ask anything.

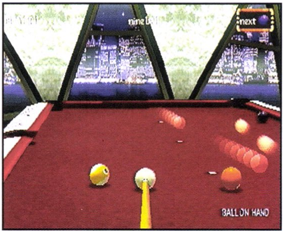
Can I help you?
What would you like to order?



I practiced soooo hard.
Whhhhhy?

You'll run into your fair share of sore losers like the hulk (above) in the underground world of pool.

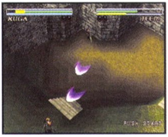




Theme Fighting	**# of Players** 1-2
% Complete 80%	**Availability** December
Publisher Koei	**Developer** Omega Force

Destrega

The rock, paper, scissors of fighting games



Be sure to check out the detail in each environment.

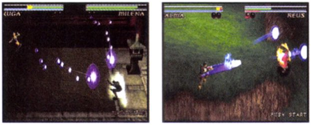
Last year's success of Dynasty Warriors was enough reason for strategy genre veteran Koei to create another fighting game. This year's offering, Destrega, is not only one of the more original fighters encountered in recent years, but it also features a strong story element—something that most developers tend to stray from with these types of games.

Taking place on an enormous, 3D playing field, Destrega has two opponents duking it out in what could be called a fighting game version of Rock, Paper, Scissors. Intrigued? Well, each character has three types of magic: Fast, Power and Span. These magical projectiles are hurled toward the opponent with lightning speed, yet are slow enough for him/her to nullify the attack with his/her own magic. If the opponent chooses the wrong defensive magic he/she will get hit for some damage. The magic can also be blocked, but at the cost of losing some health. Everything has its price.

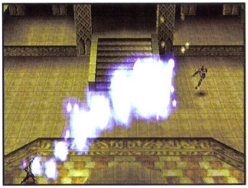
Finally, the usual repertoire found in all successful fighting titles is present. This includes sidestepping, jumping, close-quarter attacks with weapons (or bare hands) and plenty of combos.

Most will be impressed with the way Koei handled the design of the game's fighting arenas. By using varied elevations and structures such as bridges and pillars, Destrega's environments are among the most realistic and diverse ever seen in a fighting game. All of these set the stage to what could be one of the year's most interesting brawlers.

If you care to give Destrega a try, it will be hitting stores just in time for Christmas, and you just might *feel* it when it arrives since it has Dual Shock support.



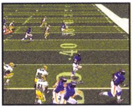
The magic used during fights looks quite nice thanks to some nifty uses of the PlayStation's renowned lighting effects.

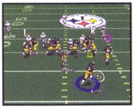


Theme Sports	**# of Players** 1-4
% Complete 75%	**Availability** November
Publisher VR Sports	**Developer** Padded Cell

VR Football 99

The forgotten PlayStation football game returns



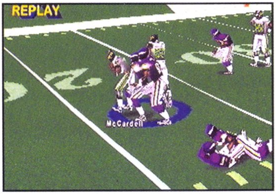


Because of its lackluster graphics and clunky gameplay, VR Football debuted with a whimper last year. Hoping to make a comeback similar to the surprisingly good VR Baseball 99, Interplay has reworked VR Football 99 into an all-new pigskin game.

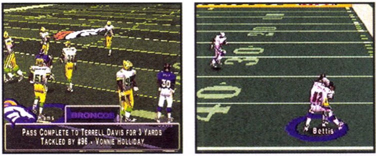
Gone are the ugly sprites and neon passing arc from the last game, replaced with a fully polygonal engine, free of odd gimmicks. While VR Football 99 looks much better than last year, it is considerably less impressive aesthetically than its competitors at this point in development.

Interplay is stressing VR Football 99's realistic gameplay and artificial intelligence, which could compensate for any graphic inadequacies if it turns out to be challenging and realistic.

At the very least there are a few innovative options in the game such as the ability to shed tackles once in a defender's grasp and a smart camera system that zooms in and out as necessary. VR Football 99 has some good features; hopefully the gameplay will turn out just as well.



Shedding tackles and dragging defenders is one of VR Football 99's bright spots.



PASS COMPLETE TO TERRELL DAVIS FOR 3 YARDS
TACKLED BY #96 - VONNIE HOLLIDAY

Like the other football games, VR Football uses quick-cutting camera angles to present the game "television-style."

"Test Drive 5 is coming your way and it looks amazing" -PSM Magazine

"The high resolution graphics will blow you away!" -PSExtreme

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Balls to the wall, hammer down street racing that'll have you screami

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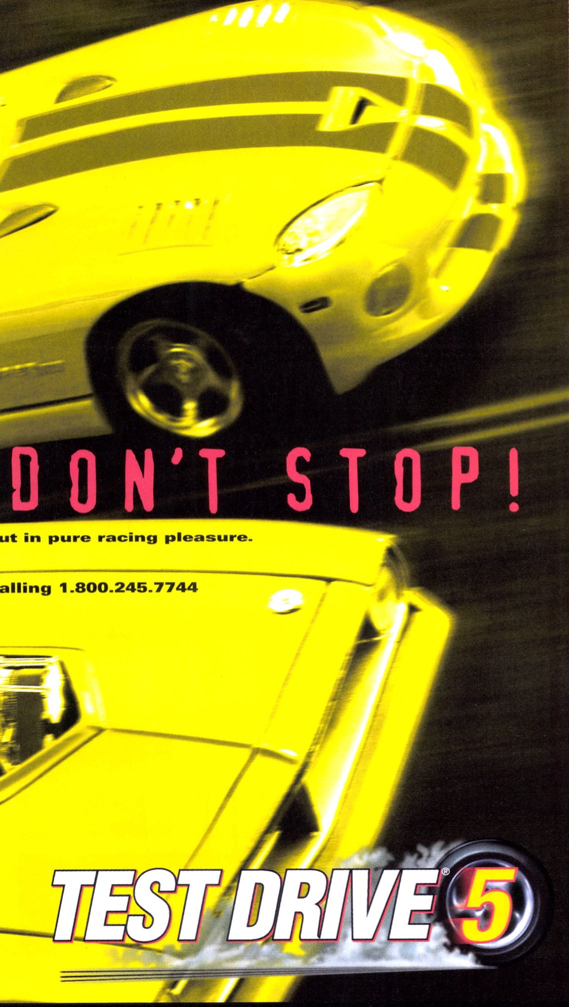
- 17 real world tracks
- Killer high resolution graphics mode
- 2-player split-screen racing
- Shortcuts and alternative paths
- Ass kicking soundtrack featuring Fear Factory, Gravity Kills, Junkie XL, KMFDM, and Pitchshifter
- 2-player drag strip racing
- Cop chase mode – you're the cop
- More big crazy jumps, wild cop chases, cross traffic and racing mayhem



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EVERYONE · CONTENT RATED BY ESRB · PlayStation

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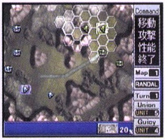
Theme Strategy	**# of Players** 1-2
% Complete 60%	**Availability** Q1 99
Publisher Jaleco	**Developer** Hudson Soft

Nectaris: Military Madness

A trip down memory lane



Unit movement takes place on an old-fashioned overhead hexagonal map.

There's been a conspicuous lack of turn-based war simulators on the PlayStation as of late. While RPG-themed strategy games like FF Tactics and Vandal Hearts have risen in popularity, most war games have gone the real-time route *a la* Command & Conquer. However, that may change with the arrival of Nectaris, the sequel to the old Turbografx-16 game Military Madness.

Playing like a streamlined Romance of the Three Kingdoms, Nectaris puts you in the role of a commander of the Union Army in its ongoing war with the Guicy forces.

ムンクス EXP
攻 50 防 21
5
8
バイソン EXP
攻 400 防 336

バイソン EXP
攻 400 防 336
7
6
バイソン EXP
攻 440 防 457

The number of options available to you during battle are stripped down to the barest essentials—you can move, attack, check your unit's abilities and end your turn. While this may seem overly simple, there are other factors you'll need to keep in mind. For example, terrain as well as the condition of supporting and besieging units will affect the outcome of battle. Level ground will give the least advantage while mountains and wastelands will offer the most.

While unit placement is arranged on a 2D overhead map, actual confrontations can be viewed in either 2D or 3D, although most gamers will want to see the melees rendered in full polygonal detail. Thankfully, if the 3D battles get too repetitive, the player can always turn them off.

Already released in Japan, Nectaris will be brought to the United States courtesy of Jaleco. Gamers needing a strategy fix may want to investigate this interesting title.

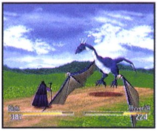
バイソン EXP
攻 400 防 336
8
7
バイソン EXP
攻 440 防 457

ムンクス EXP
攻 80 防 33
7
8
バイソン EXP
攻 400 防 336

Theme Strategy	**# of Players** 1
% Complete 75%	**Availability** November
Publisher Atlus	**Developer** Hearty Robin

Brigandine

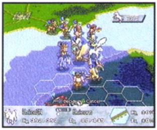
Dragon Force meets Shining Force in Atlus' new strategy RPG

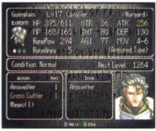


Although most of Brigandine is strictly 2D, combat is displayed in all three dimensions.

Suffering from withdrawal ever since you finished Final Fantasy Tactics? Atlus might have just the fix you need with Brigandine, a new strategy/RPG that could mark the return of sleepless nights everywhere.

Right when peace looked ready to settle on the land of Forsena (wouldn't be much of a game if peace settled, now would it?), the ambitious General Zemeckis has staged a coup in the central nation of Almekia, plunging the entire continent into chaos once again. As one of five leaders of the surrounding countries, your job is to unite the land through alliances or by force and bring peace back to Forsena.



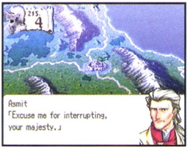


Guinglain Lv17 Cavalier <Norgard>
EXPERT! HP 395/611 STR 86 ATK 256
MP 163/163 INT 80 DEF 130
RunePow 294 AGI 77 MOV 4-6
RuneArea 5 (Armored Type)
Condition Normal Next Level 1264
Action Nex
Answeller 1
Cross Cutter 1
Magic(1)
Item
Answeller
Next End

CentaSE
194
Brusom
497

Each round in Brigandine has two parts—the first is to organize. This is where you can summon new monsters to fight in your armies, form your soldiers into units, move troops, change their character classes, stuff like that. The second half of the round is good ol'-fashioned turn-based fighting.

Whenever two armies meet, battle takes place on an enlarged section of the map with each combatant moving or attacking in turn. Everything from giant dragons to vampires are under your command, plus enough varying strengths and weaknesses to keep stat-happy strategy fans from leaving their homes for days. Check back soon for the review to see if Brigandine is worth the sacrifice of your social life—something games like this always require.

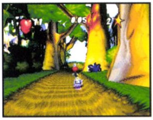


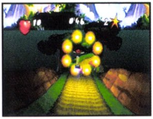
Asmit
「Excuse me for interrupting,
your majesty.」

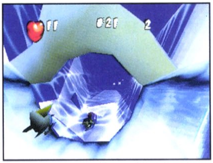
Theme Action	**# of Players** 1
% Complete 85%	**Availability** November
Publisher Psygnosis	**Developer** Psygnosis

Psybadek

More 3D platform fun from the folks who brought you Rascal







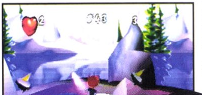
The game makes extensive use of transparencies for areas like this frigid ice level.

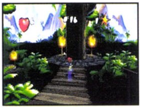
Continuing in their quest to create a completely original 3D platformer, Psygnosis is putting the finishing touches on Psybadek. Although at first glance the game may appear to be a particularly colorful snowboarding title, the company is quick to point out two key facts: First, the characters ride "Hoverdeks," not snowboards, as most levels are completely lacking in snow. And second, the emphasis in Psybadek is on thumping baddies, collecting power-ups and other traditional platform elements. Actually, when you get right down to it, the frictionless Hoverdek action and narrow, rolling 3D levels make the game play sort of like a Crash Bandicoot on ice.

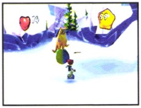
If you think that sounds particularly tough, you're right on the money. Most 3D platformers offer up enough challenge just in making accurate jumps and other touchy maneuvers in 3D. Add to that a slippery, constantly moving character and you begin to see that Psybadek is no simple ride.

Of some assistance is an arsenal of Dek Stunt weapons—powerful attacks that are released if the character can land a special stunt—and other assorted power-ups and bonuses. The developers are also throwing in a whole cast of cartoony anime-influenced characters to draw in the kiddies (not to mention procuring an exceptionally hip Vans license), and producing a retro-influenced soundtrack to keep things groovin' along.

Although recent Psygnosis 3D platformers (like Rascal and Roscoe McQueen) haven't turned out that well, a game which resembles an extreme (and extremely popular) sport like snowboarding may just be crazy enough to work.







Your Game is Wearing My Shoes!

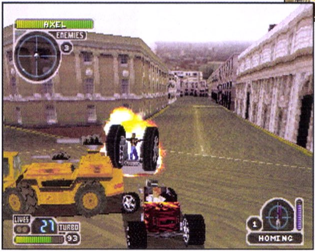
Although Psybadek's Vans license may not seem like much just by looking at the game (you'll see the logo popping up on characters' shoes and clothing, and that's about it), the deal makes for some pretty hefty cross-promotion possibilities. Case in point: The Vans Warped Tour (right), a festival of extreme sports and music which has featured such huge skate-friendly bands as Bad Religion, Green Day and the Mighty Mighty Bosstones.

SGT Steel
"You'll be buried without honors DIRTBAG!"
DEAD IN THE WATER
ASC GAMES™

ROADKILL
ENEMIES
LIVES
22
TURBO
83
HOMING

FIRESTARTER
ENEMIES
LIVES
55
TURBO
91
REMOTE

ROADKILL
ENEMIES
TURBO


AXEL
ENEMIES
LIVES
21
TURBO
93
HOMING

Twisted Metal 3

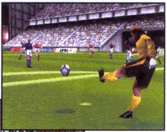
The third installment in the series that created vehicular combat is nearing its release. Twelve player vehicles, three Bosses (including the return of Minion and Dark Tooth), eight-plus levels and a slew of new combo moves should make for a satisfactory update to the venerable series. Will it compete with Vigilante 8 and Rogue Trip? Time will tell.

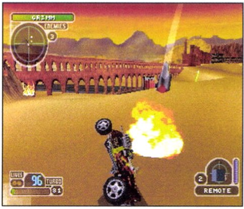
Theme Action	**# of Players** 1-4
% Complete 80%	**Availability** November
Publisher 989 Studios	**Developer** 989 Studios

FIFA 99

Theme Sports	**# of Players** 1-8
% Complete 90%	**Availability** December
Publisher EA	**Developer** EA Sports

Between this and World Cup 98 EA has produced a new soccer game every six months. Hopefully all of that practice will translate into a good soccer game, because Konami's ISS Pro '98 is currently the best PlayStation soccer game out. New features include added moves, more detailed players and varying player sizes.

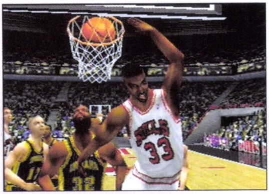



GRIMM
ENEMIES
LIVES
96
TURBO
81
REMOTE

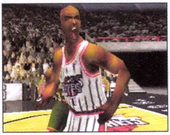
ROADKILL
ENEMIES
LIVES
22
TURBO
83
HOMING

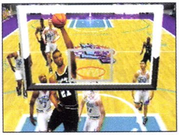
NBA Live 99

Theme Sports **# of Players** 1-4 **% Complete** 70%
Availability November **Publisher** EA **Developer** EA Sports



It's entirely possible that this game could be pushed back due to the NBA lockout, but EA hasn't made a decision. As you can see, some of the improvements include visible emotional displays on player faces. Let's just hope that Live 99 has better AI than Live 98, or these players will really have a reason to have those angry texture-mapped faces.

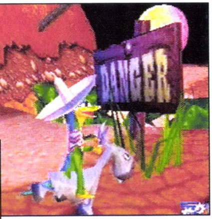


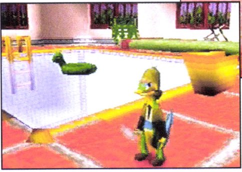


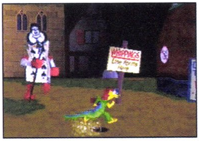
Gex 3

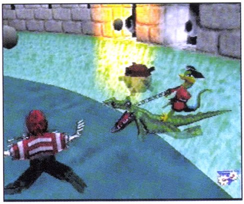
Theme Action **# of Players** 1 **% Complete** Crystal D.
Availability Q1 99 **Publisher** Eidos **Developer** Crystal D.

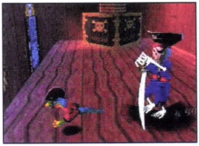
These are the first screens of the latest addition to the Gex franchise. Not much is known about the scaly sequel (it's still very early) except that its levels will be predominantly poking fun at nursery rhymes among other things. Gex is also rumored to have a sexy—and famous—new sidekick. We'll keep you posted.

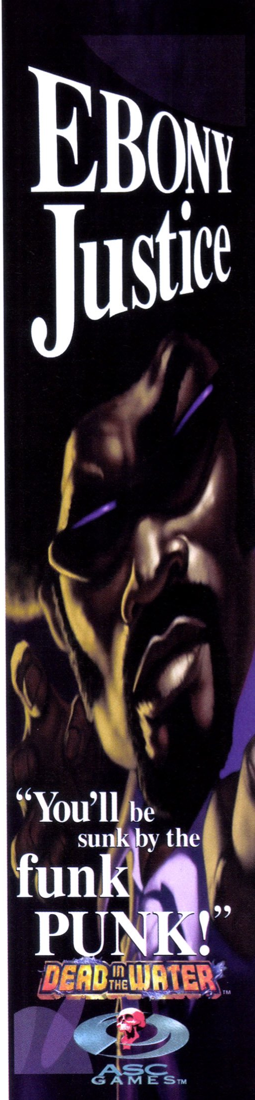










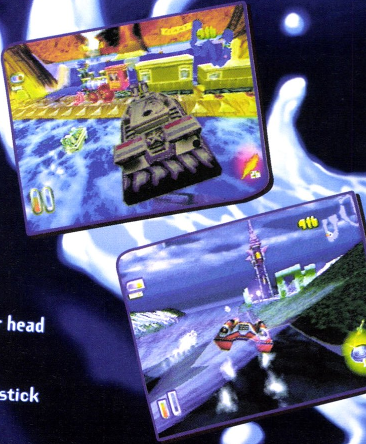


DEAD IN THE WATER

LIVE FAST . . . DIE WET

"I WILL destroy you in the Battle mode ....
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode ....
I WILL DESTROY YOU MAGGOT !"
-SGT.Steel

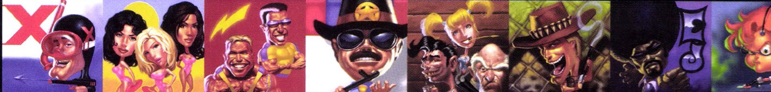
"When the flag goes down baby
your gonna feel the funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice



"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses , ya know ? so like totally get
outta our way"
-Brandi,Mandi & Kandi



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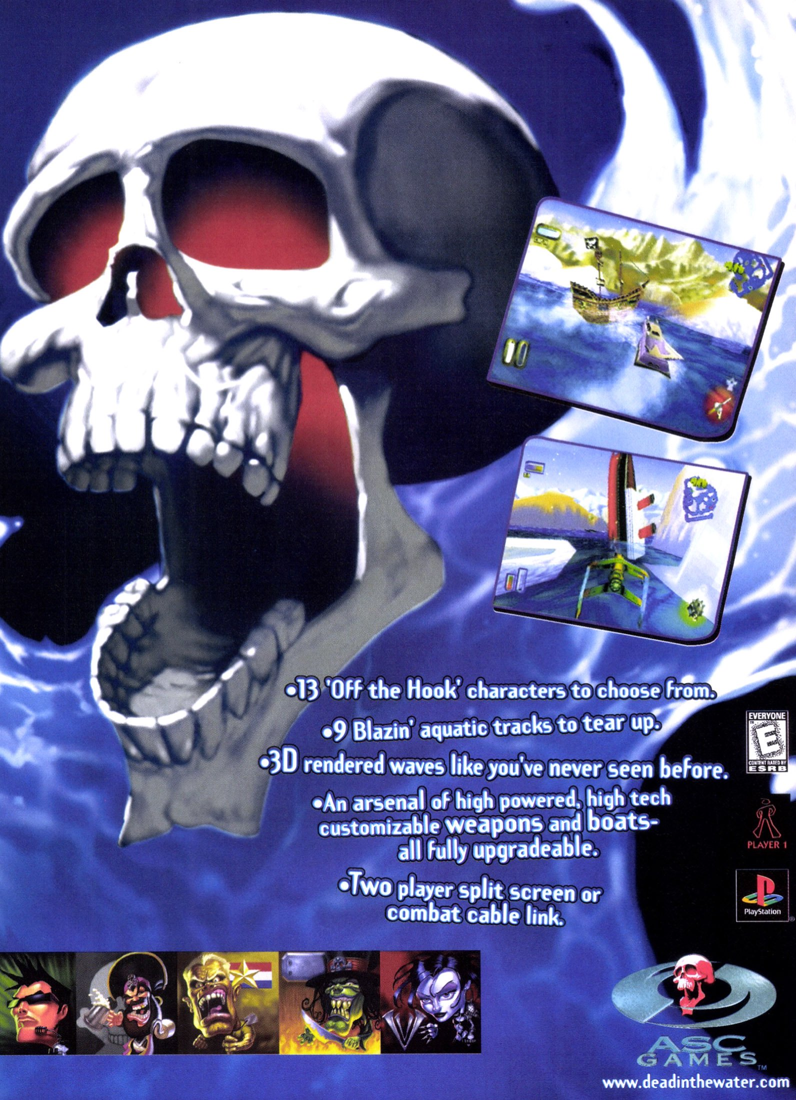

- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.

EVERYONE
E
CONTENT RATED BY ESRB

PLAYER 1

PlayStation

ASC GAMES

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THERE ARE ONLY 2 CLASSES OF FIGHTER.
GREAT AND UNCONSCIOUS.
OSC
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB

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DE LA HOYA
SUGAR RAY
MADISON SQUARE
The World's Most Fa
1:28
Round 5
ALI
LISTON

Meet Oscar De La Hoya, Cyber Athlete™ and Golden Boy of Boxing. Think you can take him for the All-Time, Every-Weight Champion of the World? Prove it against a dream card with him and over 30 legends including Ali, Sugar Ray and Holyfield. All with recognizable faces (beforehand, at least). Let's get it on.

KNOCKOUT KINGS

If it's in the game, it's in the game.™

EA SPORTS

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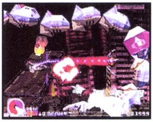
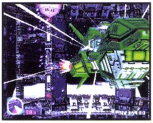
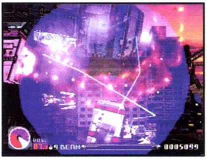
Theme Action	**# of Players** 1	**% Complete** 70%
Availability November	**Publisher** N/A	**Developer** Irem

R-Type Delta



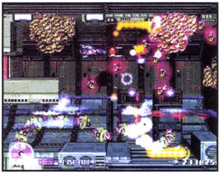


As the first original R-Type title in four years (since R-Type Leo was released in Japan, so even longer ago here in the States) and heir to probably the greatest legacy in all of side-scrolling shooting, R-Type Delta deserves—no—demands attention. Although the game has suffered numerous delays since a nonplayable demo was released way back in February, these new screens let you know that the time has been put to good use. The best news is we finally have a set release date—Nov. 19.

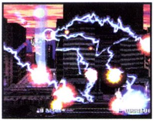


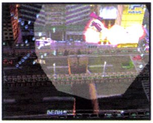
The latest crusade against the Bydo empire lets you choose between three ships—the classic R9 and the new RX and R13, each with its own unique charged-shot blast, Force module (that spherical power-up that sticks on the front of your ship and gives R-Type its awesome gameplay) and "Delta Weapon" special attack. Irem has always been known for the best 2D graphics and animation in the business, but as you can see it looks like they've got working in full polygons down as well. If they manage to combine visuals like these with that classic R-Type play, shooting fans are in for some serious thumb callouses.

Rest assured several U.S. publishers are drooling just as much as you are for Delta; bank on seeing an announcement soon.



Fans of older R-Types may recognize many elements in Delta, like the charge meter and Force module.

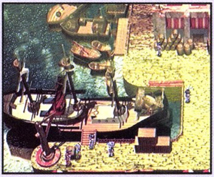




The good ol' R9 is back (top), along with the R13 (left) and RX.

Theme RPG	**# of Players** 1	**% Complete** 100%
Availability Now (Japan)	**Publisher** Enix	**Developer** Tri-Ace

Star Ocean: Second Story

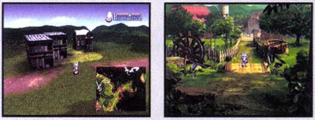


Currently topping the sales charts in Japan is Star Ocean: Second Story, the latest from the RPG masters at Enix. So what is everyone over there so excited about?

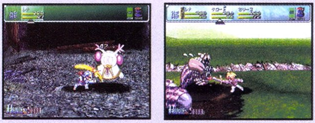
In SO: SS, players can play as either a young orphan girl or male "traveller" lost a long (and I mean *long*) way from home. Most of the game looks like it's the same whoever you choose, which isn't surprising for a huge RPG like this, but there are some interesting differences. For example, early on in the story the girl is kidnapped—if you chose her as your main character you are dragged to your captor's house and you have to escape. But if you chose the boy, you'll see her abduction from his perspective and need to set out and rescue her.

Combat is an interesting take on real-time battle systems; the action pauses as you give any of your characters specific commands, or you can just set general guidelines for them to follow and let the computer take control. Graphics are also something a bit different, with the overworld and rendered town and dungeon backdrops looking right out of Final Fantasy VII, but all the characters and battles using more traditional 2D sprites.

The best news about Star Ocean 2 is that, unlike the original Star Ocean for the Super Famicom, it *is* coming to the United States! The company bringing it to the States has not been announced and its release date is still unknown, but we have been told to expect it before spring of next year. Yes!



Look familiar? I'm sure Enix won't mind the comparisons between the look of its new RPG and the 3 million-selling Final Fantasy VII.



The two main characters you can choose between are both strong fighters; the boy at physical attacks and the girl with her magic.

THE FUTURE HAS ONE TINY HOPE FOR SURVIVAL

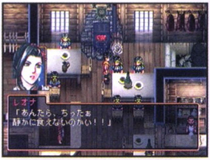
Theme RPG	**# of Players** 1	**% Complete** N/A
Availability Q4 98	**Publisher** Konami	**Developer** Konami

Suikoden 2

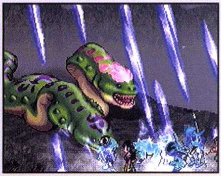
Not only does Japan get Metal Gear Solid a month and a half before us, they also get a playable demo of Suikoden 2 with every copy! What do we get a month and a half before Japan? *Godzilla: The Movie. Sigh.*

Anyway, the follow-up to Konami's popular RPG is set to be released this winter in the land of the lucky across the Pacific and is looking, well, take a look for yourself. Konami has decided to buck the trend toward prerendered and 3D graphics in RPGs once again, instead opting for the familiar feel of high-quality sprites and 2D art.

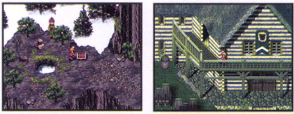
The demo CD Start Menu offers two choices: New Game and Battle Mode. New game is pretty much just what you'd expect from a demo—it lets you play the first section of Suikoden 2 just as it will be in the final version. Battle Mode, on the other hand, is designed to give players a better overall feel for the game. It starts you off with a full party of six experienced members, right in the middle of a dungeon. The idea is that this way you can get a peek at more magic, characters and monsters than you get to see in the Story Mode. Stealing the show on the demo CD, however, is the amazing music. With a full orchestra-backed theme complete with a rousing chorus, the intro alone is enough to get you pumped for Suikoden 2.



レオナ
「あんたら、ちったぁ
静かに食えないのかい！！」



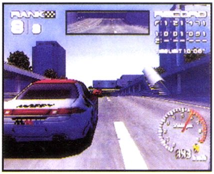
The Suikoden 2 demo cd battle mode starts you with a full party, so you can get a feel for what combat will be like.



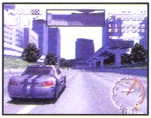
The basics haven't changed much since the first game.

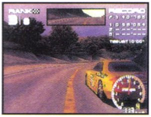
Theme Racing	**# of Players** 1	**% Complete** N/A
Availability December	**Publisher** Namco	**Developer** Namco

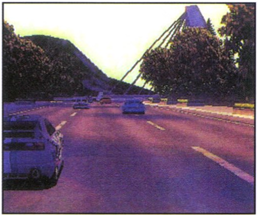
R4

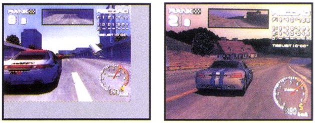


Those freaks at Namco must have been working double overtime this month, because just after Star Ixiom they announced R4, the (you guessed it) fourth installment in their insanely popular "Racer" series. What's new this time around besides some of the best graphics the PlayStation has ever seen? How about more than 300 cars to choose from (including color variations) and eight detailed courses. Other details are scarce right now, but one thing Namco has mentioned is that R4 will include a Grand Prix Mode, which will simulate various "life experiences" like team politics. OK, that part sounds just a little odd, but has Namco ever let us down with the previous three racers? Watch for more info soon.





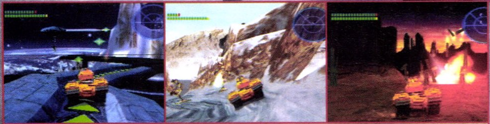




Namco is stressing the new simulation aspects of R4, but the graphics look like they've been getting plenty of attention as well.

WHO THE !*#% YOU CALLIN' TINY?

"Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder."
-Next Generation



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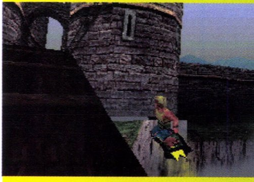

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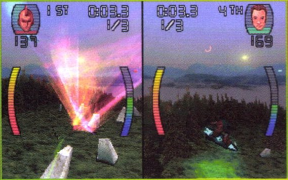
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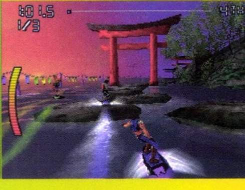
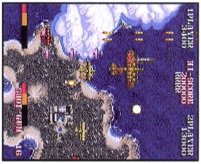
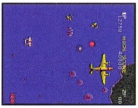
12 maverick Streakers. 12 bad attitudes



Theme Compilation	**# of Players** 1-2	**% Complete** 100%
Availability Now (Japan)	**Publisher** Capcom	**Developer** Capcom

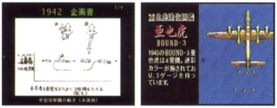
Capcom Generations Vol. 1





To get the full arcade feel you need to flip your TV on its side like you just did the mag (*OPM* is not responsible for any damage to your mag) 1943 Kai (left), 1943 (bottom right) and 1942. Oh, and the screen all alone on the other side of the Preview shows the normal (lame) view.

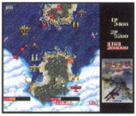
The first of their upcoming series of retro-arcade collections, Capcom Generations Volume 1 contains most of the infamous vertical shooting "19" series (1942, 1943 and 1943 kai) that first put Capcom on the map almost 14 years ago. Numerous versions have been attempted for many systems since then, but it wasn't until now that the games could be reproduced perfectly. The PlayStation's analog controller even makes a great joystick stand-in, with optional dual-shock support that gives the trademark loop-de-loops added oomph.



Everything from the game's first and most basic ideas to in-depth retrospectives make Generations a natural for any collector.

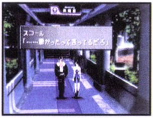
Aimed squarely at the collector in Japan, CG Vol. 1 also comes packed with plenty of extras the otaku crave. Early design sketches, promotional flyers, the arcade instruction cards, even profiles of enemy planes and ships are all here to aid your nostalgic trip back in time.

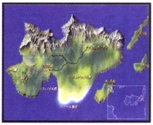
Unfortunately Capcom U.S. has nixed plans to bring the collections here, which is bad enough already but even worse when you see what's coming up : Vol. 2 Ghost 'N' Goblins, Ghouls 'N' Ghosts, and Super G'N'G, Vol. 3 Sonson, Vulgus, Higemaru, and Exed Eyes, Vol. 4 Commando and Mercs, and Vol.5 with SF II, SFII : CE and SFII Turbo! Doesn't anyone else out there care about these games? Write in and let us know, or better yet, write Capcom and let them know!

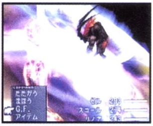


Final Fantasy VIII

If you're anything like us, you can't get enough Final Fantasy VIII, so here are a few more new shots to tide you over. New this month are pics inside the "Garden" academy the main characters attend, a glimpse at part of the world map, the awesome-looking new Effrit Guardian Force (or Summon Magic if you prefer) and some more of the game's beautifully rendered FMV. Seifer and Squal don't exactly look like best buddies do they? Expect more up-to-the-minute coverage of FFVIII right up through its Japanese release early next year.



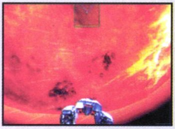


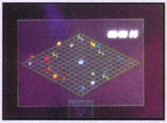


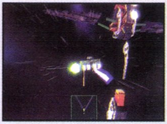
Theme RPG	**# of Players** 1	**% Complete** N/A
Availability Q1 99	**Publisher** Square	**Developer** Square

Star Ixiom

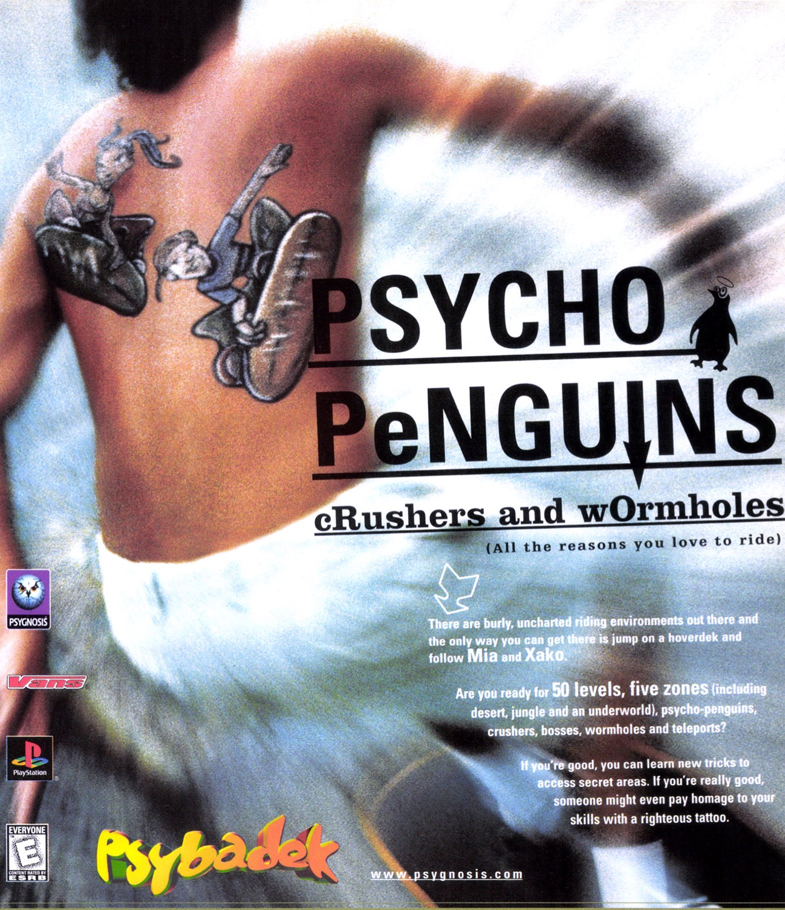
You are looking at the first shots of Star Ixiom, officially the sequel to the old, if not "classic" Namco space shooter Star Blade. Luckily games have come a long way in the last few years and Star Ixiom bears about as much resemblance to its on-rails forefather as R4 does to Pole Position. What Star Ixiom *does* look like is Colony Wars, which is definitely not a bad thing (unless maybe you work at Psygnosis). What little we know at this point is the final game will have three different modes—Training, Command and Conquest. Namco also promises more than just good looks in this new space combat title, with a combination of shooting and simulation elements. We can only assume that Namco will be showcasing Star Ixiom at the fall Tokyo Game Show, so check back next month for more info.







Theme Action	**# of Players** 1	**% Complete** N/A
Availability Q4 98	**Publisher** Namco	**Developer** Namco



PSYCHO PeNGUINS

cRushers and wOrmholes

(All the reasons you love to ride)

There are burly, uncharted riding environments out there and the only way you can get there is jump on a hoverdek and follow **Mia** and **Xako**.

Are you ready for **50 levels, five zones** (including desert, jungle and an underworld), psycho-penguins, crushers, bosses, wormholes and teleports?

If you're good, you can learn new tricks to access secret areas. If you're really good, someone might even pay homage to your skills with a righteous tattoo.

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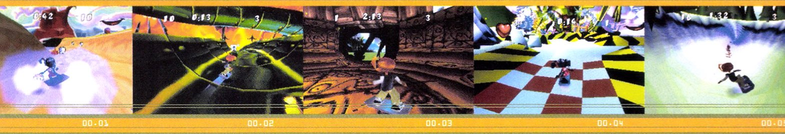

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Reviews

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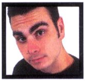
Meet the Critics



Kraig Kujawa
Editor in Chief

Jet lag isn't amusing, but the U.K. is. ECTS is a small trade show, but it's a really laid-back and entertaining one. Lots of open bars, English accents, cigarettes, lukewarm beverages and oh yes, video games.

Favorite Genres: Sports, Strategy, Action
Current Favorites: NFL Blitz, Metal Gear Solid, Madden NFL 99
Can't Wait For: Legacy of Kain: Soul Reaver

Joe Rybicki
Deputy Editor

Joe spent the last month suffering awful jokes about his promotion to deputy editor. He's heard so much about six-guns and Barney Fife that he's ready to, well, shoot someone. Steer clear until further notice.

Favorite Genres: Adventure, RPG
Current Favorites: X Games Pro Boarder, Moto Racer 2, MediEvil
Can't Wait For: Legacy of Kain: Soul Reaver

Wataru Maruyama
West Coast Editor

Suffering through Chicago's weather extremes for the past two years has made Wat really appreciate being back in California. Look for him at local arcades in L.A. and San Fran where he regularly holds court.

Favorite Genres: Fighting, Racing
Current Favorites: Kagero: Deception II, Rival Schools, Tekken 3
Can't Wait For: G-Police 2

Mark MacDonald
Assistant Editor

A.K.A. "the new guy." When he's not playing Metal Gear, Mark enjoys writing about himself in the third person and thinking about playing Metal Gear. What's this "deadline" thing he keeps hearing so much about?

Favorite Genres: RPG, Action, Adventure
Current Favorites: Metal Gear Solid, Devil Dice, Xenogears
Can't Wait For: R-Type Delta, Quake II

A Question of Priorities

by Joe Rybicki

Stop for a moment and flip quickly through the issue, taking note of the game titles as you go. (Um, come back when you're done, though, OK? Don't worry, I'll wait.)

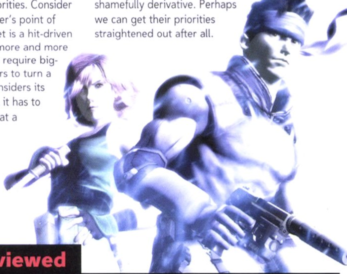
Finished? Did you notice how many of those titles have a number after them? Tomb Raider III, NHL 99, Rally Cross 2... And there are even more unnumbered sequels, like Crash Bandicoot: WARPED, Colony Wars: Vengeance and even the beloved Metal Gear Solid.

Why is it that the vast majority of new games are more or less redone versions of already popular titles? Are game developers running out of ideas?

Well, it's a question of priorities. Consider the situation from a developer's point of view. The video game market is a hit-driven market. Games are costing more and more to produce, and in turn they require bigger and bigger sales numbers to turn a profit. When a developer considers its options for the coming year, it has to take into account the fact that a sequel to a decently selling game is almost guaranteed satisfactory sales numbers. Stand that up against the cost and effort involved in creating a whole new game and you can see why sequels so often win out.

So what can we do about it? Well, in many cases we don't need to worry too much. Many developers take enough pride in their work to put forth the effort to make even a sequel more than just more levels, new cars or updated player rosters.

And as for the exceptions, well, we as consumers have to let the developers know they need to try harder, both by sending them feedback on their titles and by just not buying games that are clearly shamefully derivative. Perhaps we can get their priorities straightened out after all.



OOPS! In last issue's Madden vs GameDay feature, we accidentally named Madden the winner in the graphics category—the winner should have been GameDay.

Games Reviewed

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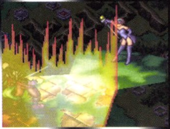
Box Score

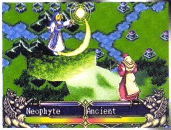
It doesn't get much more simple, yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○	●●○○○	●●●○○	●●●●○	●●●●●
We would play with road kill before playing this piece of garbage. Really, we would.	Below average. There's some fundamental flaws with this game, get something better.	A good title. It's a fun game with some flaws that can be overlooked.	Definitely a top-notch game. Very good and well worth your time.	Fabulous! These are the games that really make you proud to own a PlayStation.

Choose your Master

Summon your Monster

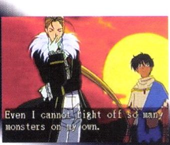




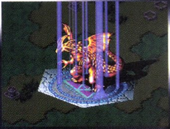
Hordes of monsters will be created by your own twisted hand in the new Master of Monsters: Disciples of Gaia™. Tired of saving the earth from aliens and think you can create a better opponent. Well, here's your chance, tough guy. Combining monsters to form new ones is just one of the many new features in this enhanced Genesis classic coming to the PlayStation® game console. The Master of Monsters addiction is back to keep you up all night.

Featuring:

- Over 200 unique attacks, items, and weapons for you to kick butt
- Save monsters for 2-4 player battles
- Engaging environment and evolving storyline
- New enchanted magics to serve in your quest to save the world



Even I cannot fight off so many monsters on my own.



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"A unique multi-player turn-based strategy game"

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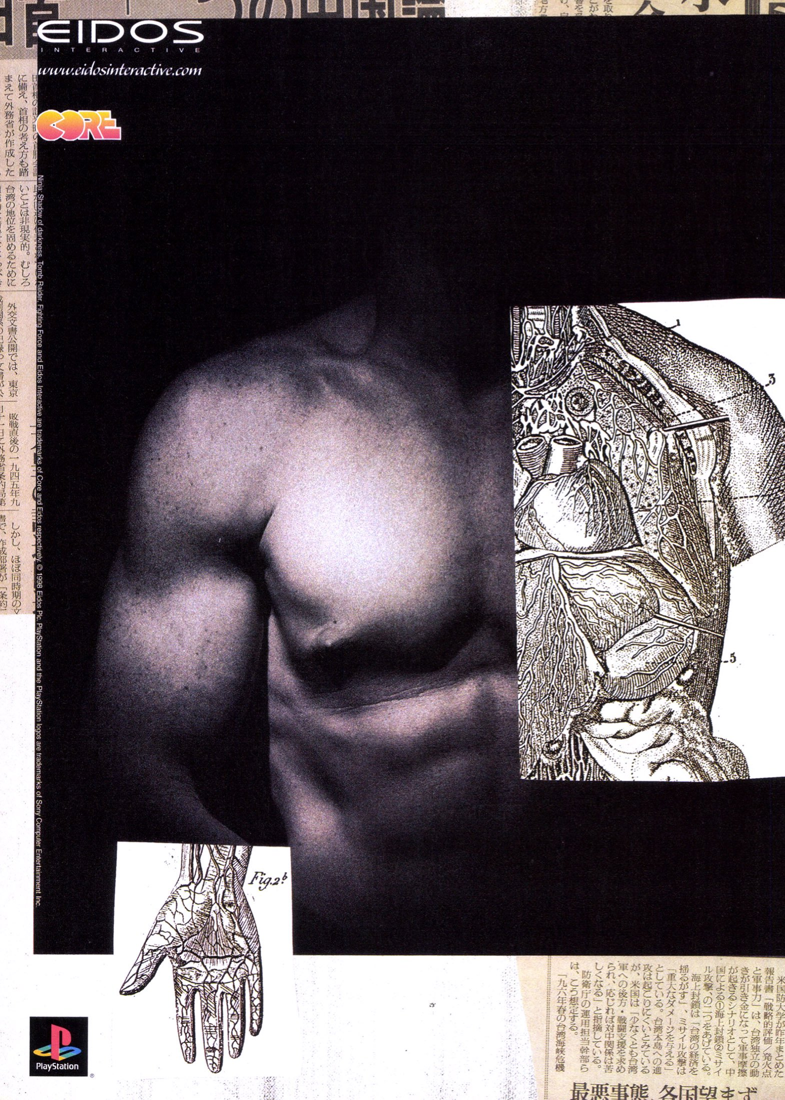
Fig.2^b
1
3
5
に備え、首相の考え方も踏
まえて外務省が作成した
いことは非現実的。むしろ
台湾の地位を固めるために
外交文書公開では、東京
敗戦直後の一九四五年九
しかし、ほぼ同時期の文
米国防大学が昨年まとめた
報告書「戦略的評価／発火点
と軍事力」は、台湾独立の動
きが引き金になって軍事摩擦
が起きるシナリオとして、中
国による①海上封鎖②ミサイ
ル攻撃、の二つをあげている。
海上封鎖は「台湾の経済を
揺るがす」、ミサイル攻撃は
「重大なダメージを与える」
としている。台湾本島への進
攻は起こりにくいとみている
が、米国は「少なくとも台湾
軍への後方・戦闘支援を求め
られ、応じれば対中関係は苦
しくなる」と指摘している。
防衛庁の運用担当幹部ら
は、こう想定する。
「九六年春の台湾海峡危機
最悪事態、各国望まず
PlayStation

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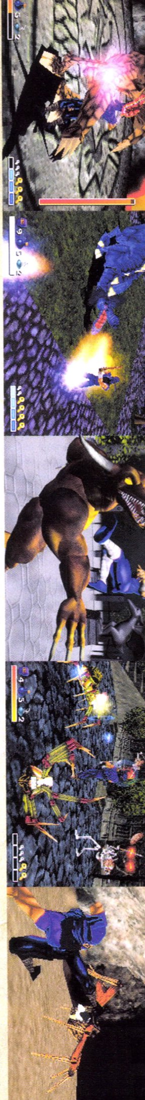
To hell with the fittest.

Surviving with your organs intact is victory enough.

Spike-filled pits. Falling boulders. Rolling logs. You'd be amazed how they can ruin the most routine assassination. Even for a cunning and ruthless ninja like yourself. Fortunately, your arsenal of weapons, magic and moves help you do whatever it takes to forge across 10 levels of treacherous wilderness. To assist you in destroying every demon and warlord in all ancient Japan. To survive — whether it be fit or partially maimed.



NINJA
Shadow of darkness™

From the creators of Tomb Raider and Fighting Force.

Developer KCEI
Publisher Konami
Genre Adventure

PlayStation
METAL GEAR SOLID
TACTICAL ESPIONAGE ACTION

1 Player
Memory Card 1 block
Analog Controller Compatible

Metal Gear Solid

LIFE
NINJA
LV.3
CARD
22/151

Believe the hype—an instant classic

Anyone could be forgiven for being skeptical about Metal Gear Solid. Ever since its surprise appearance more than a year ago at E3, Konami's tactical-espionage adventure game seemed to be just about everywhere. Every month there were more pictures, articles, interviews, magazine covers, T-shirts, posters, demos—it even made *Spin* Magazine's Spin 25, a sort of ranking of pop-culture hype, two months running (at #9 and #7 too!). Few games ever have received as much attention leading up to their release, and it was starting to seem like nothing could possibly live up to the massive expectations all the buzz was generating.

Being wrong never felt so good. Metal Gear Solid is everything you've been hoping for and then some—a nonstop thrill ride that grabs you by the throat like a yawning guard and doesn't let go right up to the explosive end.

What you call hell, Snake calls home

As most of you probably already know, the main character in Metal Gear Solid and your alter ego is Solid Snake, retired member of the elite special forces unit Fox Hound and all-around bad-ass mamba jamba. It seems terrorists led by members of Snake's old unit have taken over a secret nuclear disposal facility off the coast of Alaska and threatened to launch a warhead if their demands aren't met in 24 hours; the U.S. government knows Snake is the only man who can stop them. As the game begins, he reluctantly agrees to (once again) take on the role of one-man army and infiltrate the base with two main objectives: 1) rescue two men believed to be taken hostage and 2) discover if the terrorists really have the ability to launch a nuke—if so, stop them. Oh, and did I mention he's armed with nothing but a pack of cigarettes?

To say that Metal Gear's story is like a great action movie would be wrong—you'd be selling it short. Its intricately layered plot and surprise twists have all the suspense and intrigue of a Tom

LIFE
LV.4
CARD

LIFE
02
GASMASK

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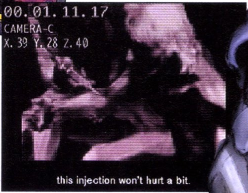
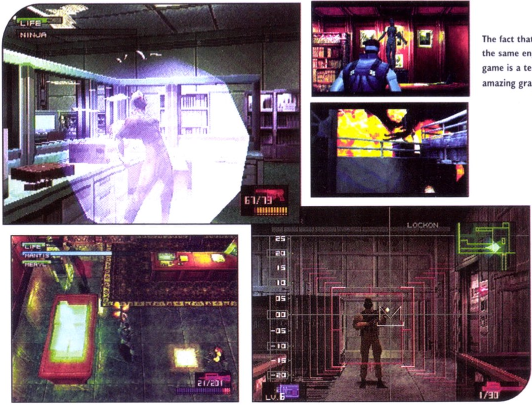


The substantial background story and setup for your mission is told through a series of dramatic videotaped conversations.



The fact that all the cutscenes use the same engine as the rest of the game is a testament to Metal Gear's amazing graphics.

Clancy novel, making most Hollywood fare seem like 'Barney's Great Adventure' in comparison. The story unfolds through literally hours of speech and realtime cinemas, complete with some of the best voice acting ever in a U.S. game. That's right, it's not a misprint—the voices are *very* well done. The accents, the emotions, everything; Konami proves that translating a game into English doesn't mean voices have to become stale or embarrassingly amateurish, but can actually (gasp!) add to the experience. Imagine that.

Solid Gold

Just looking at the pictures will give you an idea, but when you see the game in motion you'll know—Metal Gear Solid is easily one of the best-looking home games ever, on any console. The game is just overflowing with the tiny details that leave a lasting impression—the steam of breath in the cold, tiny rats scurrying for cover, slowly fading footprints left in the snow. As for the bigger picture, all the levels, enemies and Bosses look fantastic and animate smoothly. Games just don't look any better than this on the PlayStation.

The range of control you have over Snake is just as impressive as the graphics; edging along walls, flipping guards, punching and kicking, crawling, running, using all kinds of weapons and items—everything is integrated into one tight interface, with no clumsy switching into 'fight mode' or the like. Of course it takes a complex control system to handle all of this, but the built-in Training Mode makes the adjustment quick and painless. With lessons for moving quietly, using your radar, and making sounds to distract guards (just to name a few), the training missions teach you what you need to know and at the same time are so much fun they almost are like a game in themselves.

So any complaints about Metal Gear Solid? Of course. No game is perfect, and despite its five-disc rating there are some areas that could stand improvement here. Controlling certain weapons can be awkward, especially when you have multiple targets and need to turn and aim quickly. Another occasional problem is the game's automati-

Llllllllet's Get Ready to Rummbblllle

LIFE
RESTORE LIFE

Now I will move your controller...

POSSIBLE SPOILER WARNING!

One of the most unexpected surprises in Metal Gear is its innovative use of the Dual Shock controller. Konami had one guy whose only job was to work on integrating the jolt feature into the game, and it shows. People who have previously dismissed the rumble as unnecessary or gimmicky will soon be eating their words.

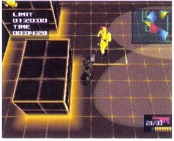
A few examples:

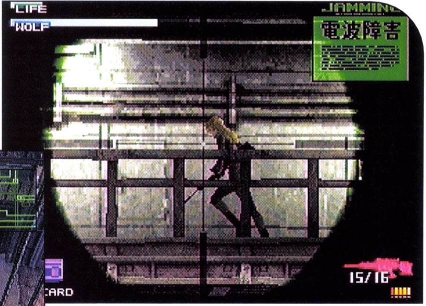
1) A guard flails his arms and legs in an attempt to wiggle out of a headlock (RUMble rumBLE)

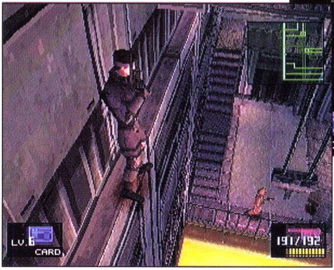
2) Nasty electric torture! (rUmBleRumBlErUmBle)

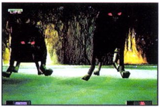
3) Mr. Mantis goes psycho and moves your dual shock with his mind (RUMMBLE ... RUMMMMBLE!)

Metal Gear Solid uses every button on the Playstation controller, so the training mode is indispensable for getting used to the controls









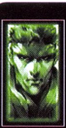
cally adjusting viewpoint; most of the time your angle on the action works well, but in sections where you don't have the help of your radar and must rely completely on what you see around you it can get frustrating. Luckily these are only minor problems, easily overshadowed by practically every other aspect of the game.

... !

What really separates Metal Gear from other high-quality games and elevates it to the level of instant classic is its intense atmosphere and amazing level of player involvement. Similar to Resident Evil 1 and especially 2, Metal Gear often feels less like you are playing a game and more like you are *experiencing* one. Slow, brooding music complements the stealth elements perfectly, with the excitement and fast pace of the main theme taking over whenever the action heats up. You can feel the tension as you peek out the tiny slot of a cardboard box, anxiously waiting for a guard to pass so you can sneak up behind and break his neck. Or as you crawl through the darkness of winding airducts, spying through vents into the rooms below. Sometimes you don't even realize how absorbed you are until an enemy unexpectedly spots you and the sudden, jarring noise and dual shock jolt scare you so bad you almost drop the controller.

Moments like that, of such close connection between the player and another reality, are what truly great games can achieve; Metal Gear Solid hits these marks like a sniper.

—Mark MacDonald



“Call Me Snake”

METAL GEAR SOLID vs. “ESCAPE FROM” MOVIES
(Escape from New York and Escape from LA)

Low, raspy-voiced hero:	x	x
Low, raspy-voiced hero named Snake whose reputation precedes him:	x	x
Low, raspy-voiced hero named Snake whose reputation precedes him sent alone on mission by U.S. government:	x	x
Low, raspy-voiced hero named Snake who smokes and whose reputation precedes him sent alone on mission by U.S. government to rescue hostages and avert armageddon:	x	x
Fun to watch:	x	x (NY only)
Fun to play:	x	N/A
Has a crappy sequel:		X

Box Score

Pros
- **Super deep and involving story line**
- **Amazing graphics and superb controls**
- **Some of the best ideas ever put into a video game, expertly executed**

Cons
- **Some weapons hard to aim**
- **Without radar, view can be frustrating**
- **Too bad it's not longer**

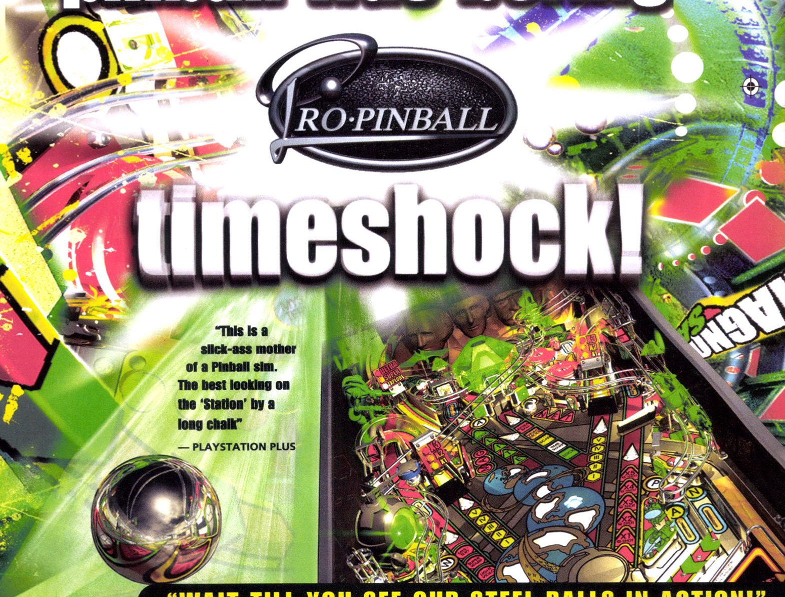
“Metal Gear Solid is a non-stop thrill ride that grabs you by the throat like a yawning guard and doesn't let go right up to the explosive end.”

Official U.S. PlayStation Magazine

● ● ● ● ●

Rating

"and you thought pinball was boring"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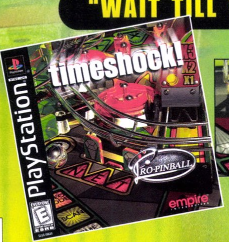
timeshock!

"This is a slick-ass mother of a Pinball sim. The best looking on the 'Station' by a long chalk"

— PLAYSTATION PLUS

"WAIT TILL YOU SEE OUR STEEL BALLS IN ACTION!"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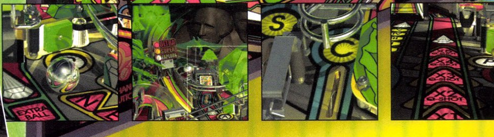

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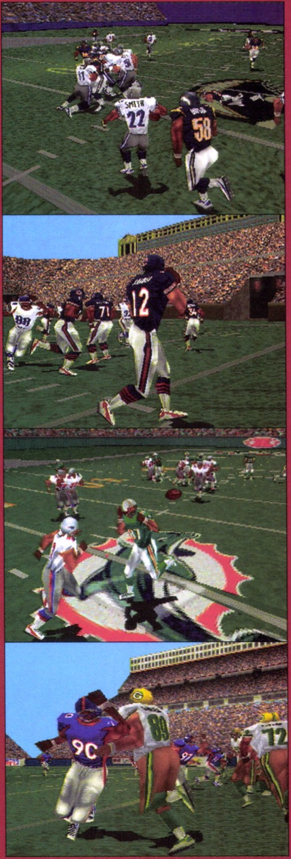
HE WENT 92 YARDS, BROKE TWO TACKLES, JUKED ONE CORNER AND BLEW THE NUMBERS OFF THE FREE SAFETY. C'MON, LET THE GUY DANCE.



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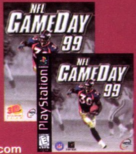

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Developer Radical Ent.
Publisher ESPN D.Games
Genre Sports

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ESPN
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BASKETBALL

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Memory Card 1-6 blocks
Analog Controller Compatible

NBA Tonight

DIGITALGAMES
PlayStation

ESPN Digital Games makes a credible debut

There aren't that many great PlayStation basketball games, so I was really glad to see ESPN take a shot at it. After all, what little time I spend watching television these days is generally monopolized by two of their channels anyway. (Sorry, ESPN2 and their programming that consists of the Strongest Man Competition just doesn't do it for me.)

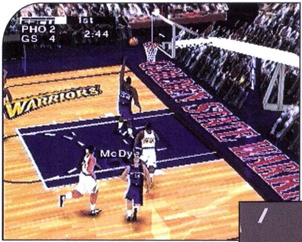
Having said that, ESPN Digital Games NBA Tonight is the first basketball game to top the excellent game presentations implemented in EA's NBA Live series. I suppose that's one of the benefits of having access to loads of ESPN talent. From the SportsCenter-esque intro to Dr. Jack Ramsey and Stuart Scott rattling off the commentary, the game really draws you into the broadcast-style atmosphere. It really feels like ESPN. Now if only the announcers would quit repeating themselves so much. There's only so many times you can listen to Ramsey tell you why the Jazz are so good at the pick-and-roll.

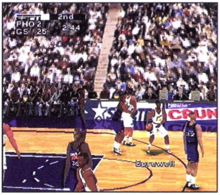
Gameplay wise, NBA Tonight strives to play like a simulation, but falls short in this area. It is entirely too easy to drive to the hoop against the computer, eliminating any need to call scripted plays or bother moving the ball around. For example, I was able to take control of the slow-footed Houston point-guard Matt Maloney and make him the leading scorer by simply driving to the hoop over and over. And this was performed on the most difficult setting against some very talented defenses. On the other hand, it also seemed rather difficult to fend off the computer offense, but it was usually because too many shots (contested or not) fell through the hoop. An alarming number of them consisted of circus-like lay-ups that only Michael Jordan could pull off with regularity.

Despite these problems, NBA Tonight is still fun—especially if you aren't into simulations. Furthermore, if you play against a human opponent, many of these difficulty and AI problems are less important, since presumably your friend is smarter than the game.

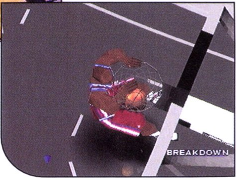
All in all, I like NBA Tonight, but there's no way to overlook many of its rookie mistakes. Nevertheless, it's a good bit of fun, and the ESPN atmosphere delivers a showtime feel that all NBA games should have.

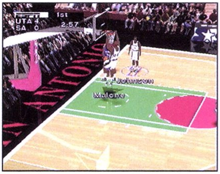
—Kraig Kujawa





It's hard to distinguish between players due to their similar body sizes (they're all thin) and the smudgy player faces.





A variety of styles are used to spice up those dunk replays (above).

Box Score

Pros

- Great ESPN atmosphere
- Overall it's fun
- Lots of stats, game breakdowns, etc.

Cons

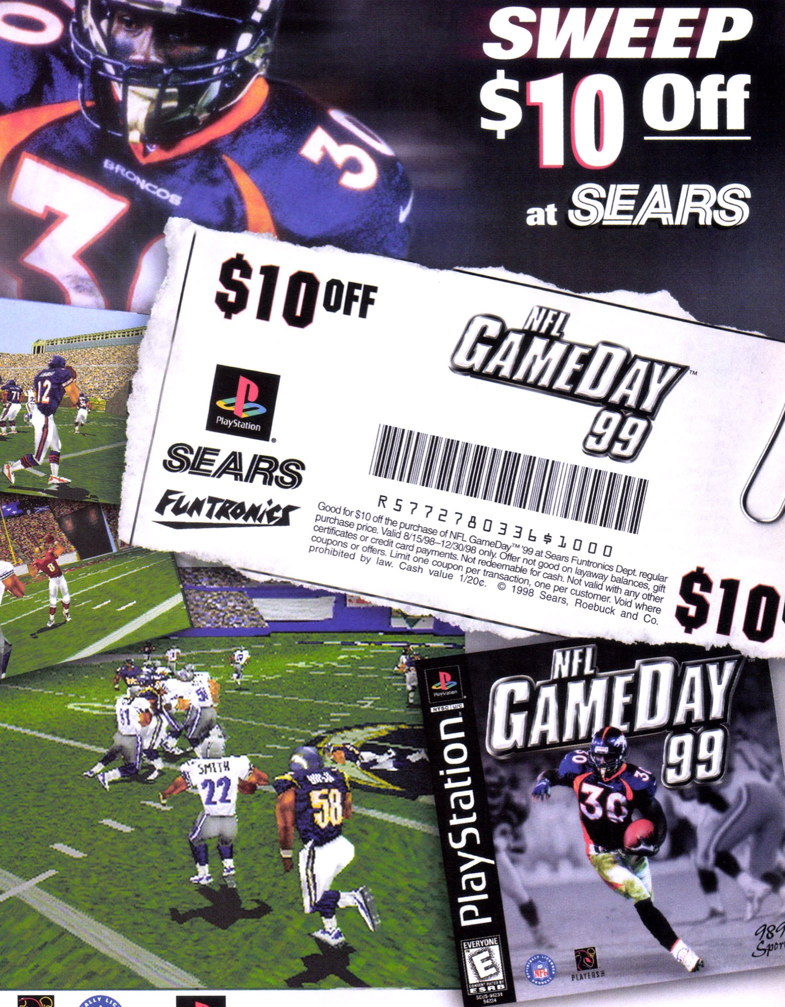
- Bad computer artificial intelligence
- Graphics aren't quite detailed enough
- Announcers are repetitive

> "Gameplay wise, NBA Tonight strives to play like a simulation, but falls short in this area."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating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Developer	Psygnosis
Publisher	Psygnosis
Genre	Action

1 Player

Memory Card 1 block

Analog Controller Compatible

Colony Wars: Vengeance

Handsome sequel is too frustrating for its own good

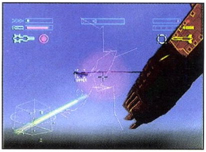
When the original Colony Wars arrived over a year ago, it was so aesthetically advanced at the time that it seemed that Psygnosis would be hard-pressed to significantly improve upon the original. But lo-and-behold, Colony Wars: Vengeance rolls out a year later, and it looks even more grandiose. But unfortunately, that doesn't necessarily mean it's a better game.

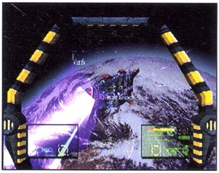
An Atmosphere to Die For

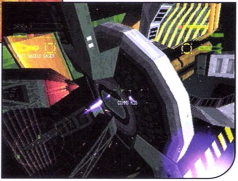
It's very possible—no, unavoidable—you'll die many times on the battlefield; but boy will it be a treat for the senses. Make no mistake, Colony Wars: Vengeance is a game that will totally immerse you in its futuristic world. Huge battleships, beautiful planets, black holes, epic explosions and spectacular weapons that abuse the PlayStation's special-effects capabilities (light sourcing, transparencies) are all done in grand fashion. Even more impressive is the fact that CW:V seems to do all of it without breaking a sweat since the action moves at a very smooth frame-rate. It's quite likely that you'll play the game with your jaw on the floor, because the game has an uncanny way of throwing new sights at you just as you think you've seen it all. Further drawing you into CW:V's volatile world is the epic soundtrack played during combat and the appropriate sound effects consisting of radio chatter, weapons fire, explosions, and on occasion, a really cheesy, yet satisfying scream of a dying enemy.

The (Ironic) Story So Far

Colony Wars: Vengeance has a much more involved story line than its predecessor, thanks primarily to its reliance on a character-based plot. The story takes place 100 years after the previous game, and smacks of irony since it makes players fight for the forces (Navy) that they were sworn to destroy in the original Colony Wars. As the story unravels through various bits of very professionally rendered full-motion video (and occasionally during gameplay), numerous twists and turns change the battlefield dramatically, and thus the gameplay along with it. Suffice it to say, the game you started with will be nothing like the game you end with. CW:V has several different endings, depending on

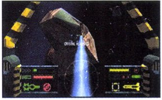


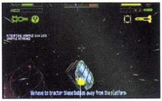




This is the first "Boss" you'll face. It's a really mean construction ship trying to put together a communications relay (above).

TRIBE GUNSHIP HULL CRITICAL
TRIBE GUNSHIP- HAS BEEN DESTROYED





In some missions, you have to use a short-range, but powerful weapon to mine crystals from asteroids. Anyone remember Sinistar?

how you fare, but getting to any of the victorious ones seems harder than getting Clinton to tell the truth under oath.

In Space, No One Can Hear You Scream...

...But unfortunately, coworkers in the office can. I know this because I sporadically screamed violently while playing this game for my review. CW:V is truly one of the most frustrating games I've played in some time—and I've played a lot. The first CW was hard; this one is worse. I don't have a problem with challenging missions. In fact, I welcome them. The problem with CW:V is that it hits you with one ridiculously intense mission after another without letting up. Many of these missions take a long time to finish due to a laundry list of objectives, and if you fail too many of the missions (you will fail any mission by not completing all objectives) you are forced to begin from the beginning of the "Act." What this forces you to do in some cases is replay whole groups of missions at a time, just so you can get back to the one you keep dying on. Furthermore, games can only be saved at the beginning of each Act, forcing you to go through that hell before you can save your game and turn the PlayStation off. This is a ridiculously artificial way of extending CW:V's playtime.

Fortunately, Psygnosis significantly improved the gameplay in CW:V—the game's saving grace. They accomplished this by adding land-based combat, enormous end-level "Boss" spacecraft, more creative mission objectives, and the tweaking of your ship's energy allotment to key systems (engines, afterburners, shields). The implementation of the grappling gun allows for a variety of new missions, such as constructing weapons and hauling things (such as faulty reactors) out of harm's way. Even more fun is using that same device to catch enemies, reel them in and then blast 'em at close range. There's even a particle beam that allows you to guide it to its target once fired via a chase cam.

Only Patient Gamers Need Apply

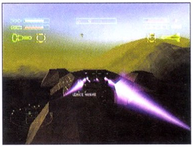
So what it all boils down to is that CW:V is a game that has everything going for it, but is just way too hard for its own good. All it needed was a few more save points, and maybe another tame "catch your breath" mission or two—things I hope they implement in the sequel. Nevertheless, I can only recommend this to players with a lot of patience, because I know that I ran out of it while playing this otherwise excellent game.

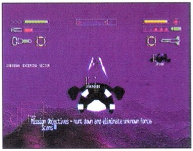
—Kraig Kujawa

Terrestrial Warfare

The most significant addition Colony Wars: Vengeance makes to the young series (we're sure they'll make another one) is the land battles. Surprisingly, there are only five of them, and they are evenly spaced throughout the game. But maybe that's a good thing, since they are some of the toughest missions to complete.

As the game wears on, the terrain tends to get more exotic and colorful. Having to deal with this weird terrain and fog while worrying about hordes of enemy ships and land defenses is not a very easy thing to do. Also, missiles are less effective since many targets they lock onto are nestled behind hills, and sometimes even trees. Yes, terrestrial welfare is neat, but it sure can be royal pain in the ass.





Box Score

Pros

- **Outstanding visuals**
- **Immersive atmosphere**
- **Well-executed story and cinematics**
- **Good mission variety**

Cons

- **Save game system is maddening**
- **Some missions are too long and difficult**

"It has everything going for it, but is just way too hard for its own good."

Official U.S. PlayStation Magazine

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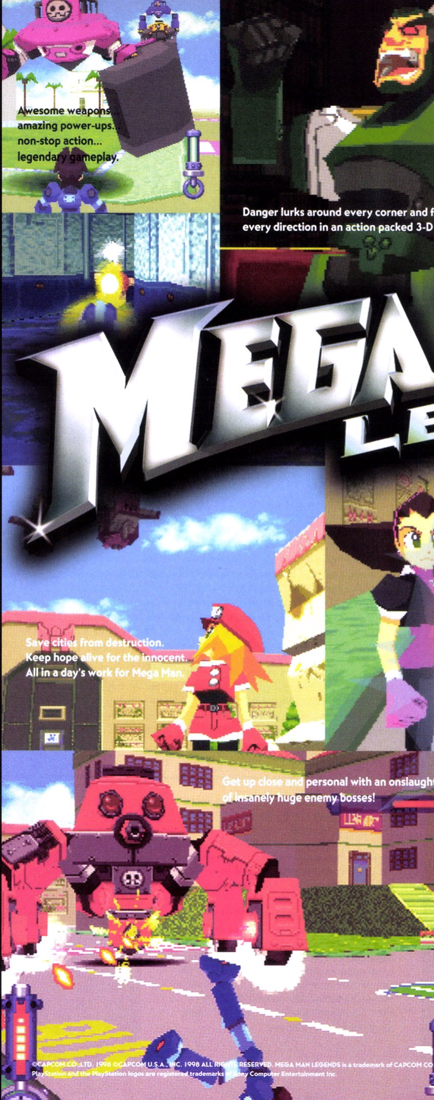
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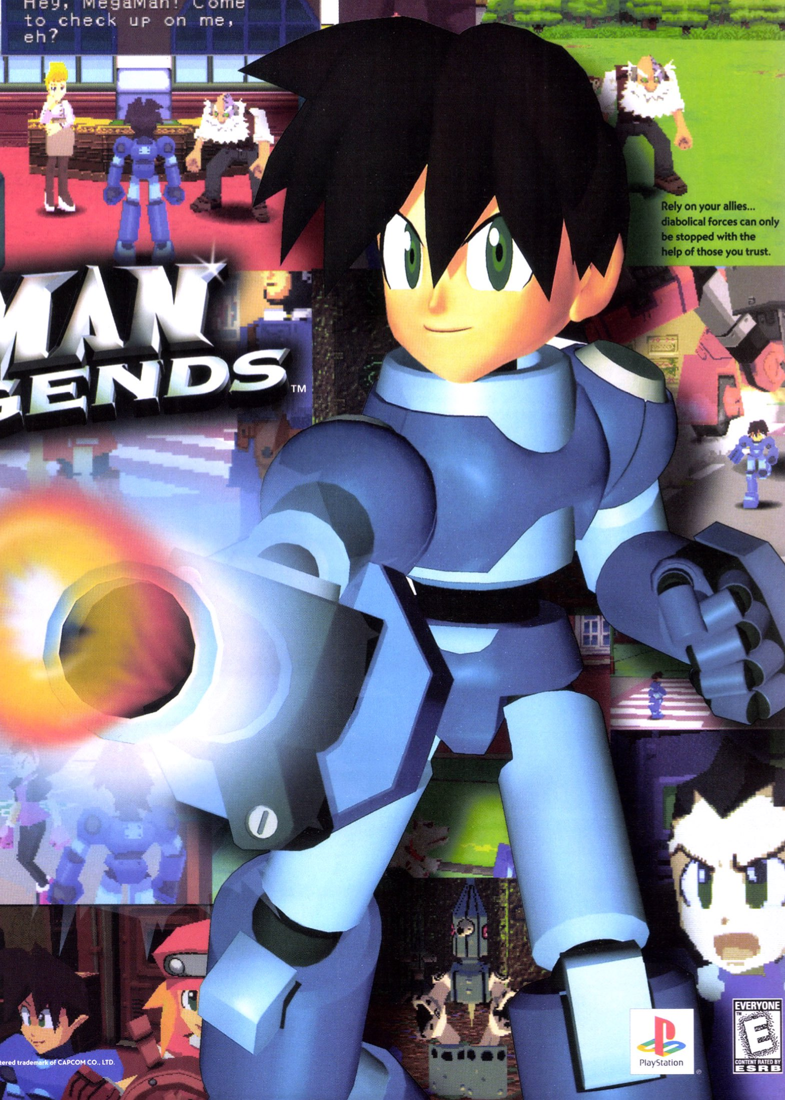
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